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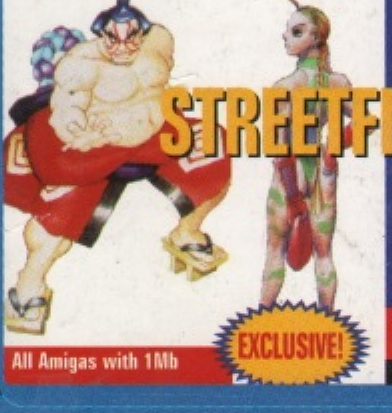
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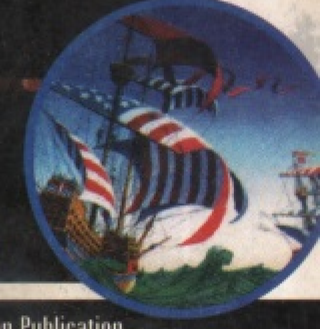
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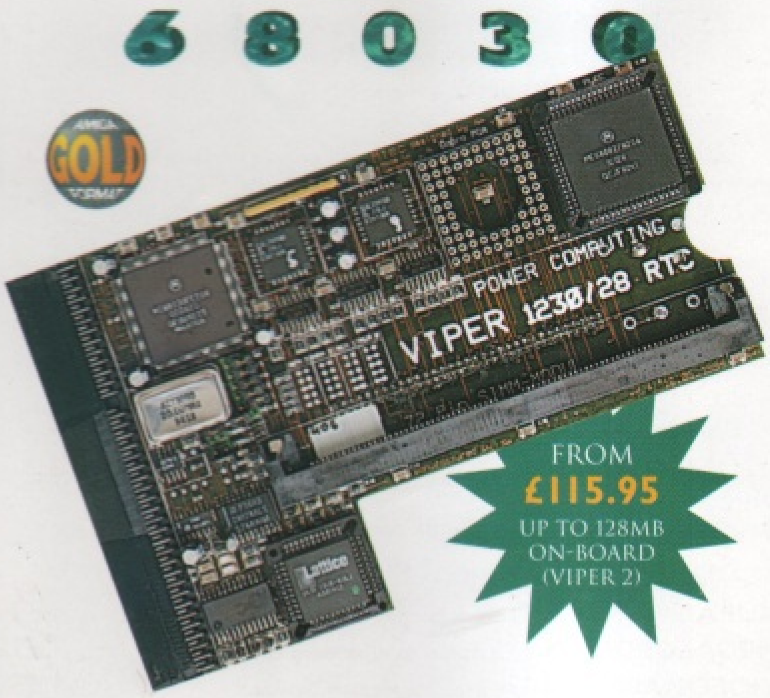
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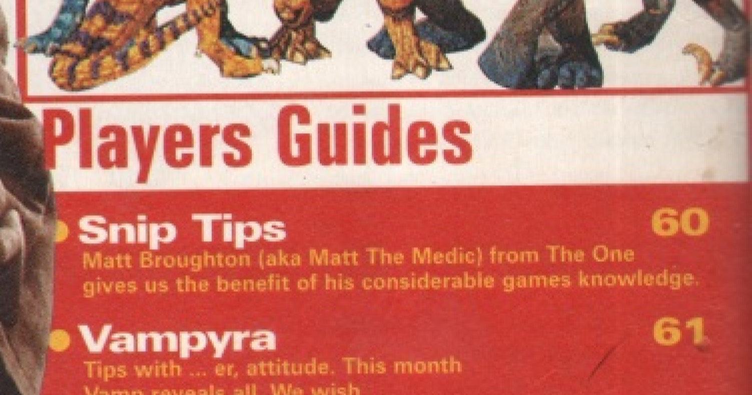
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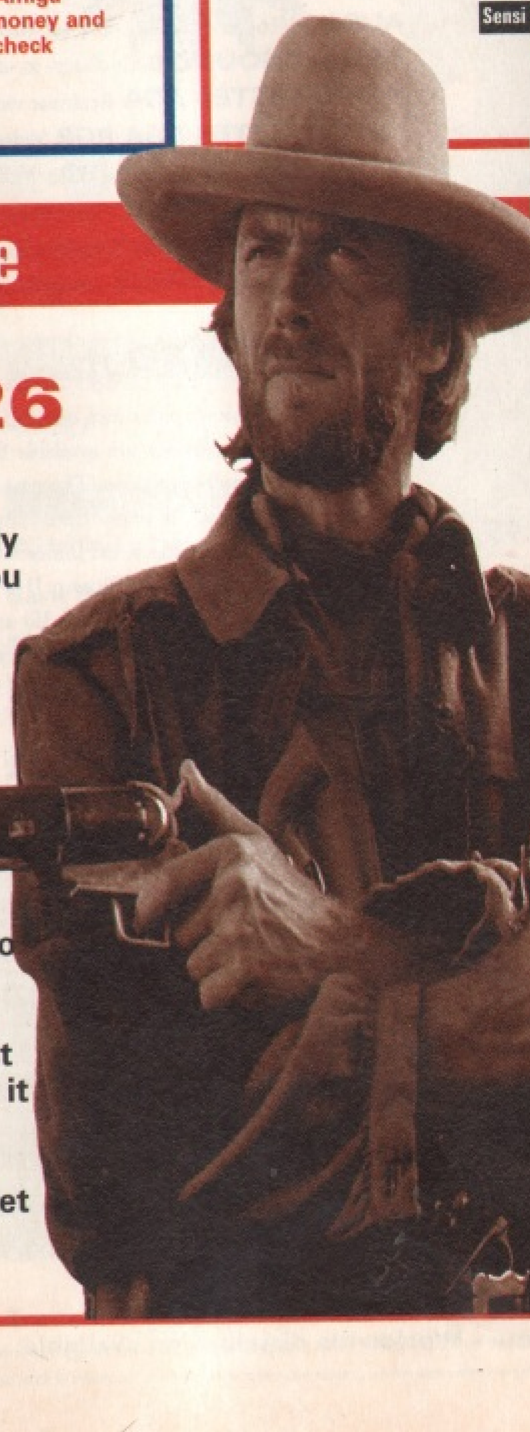
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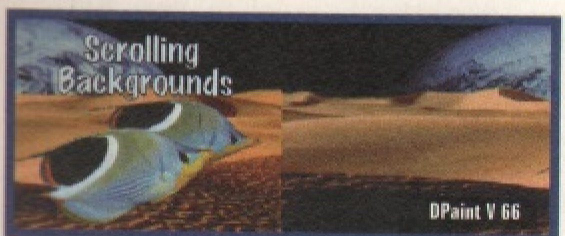
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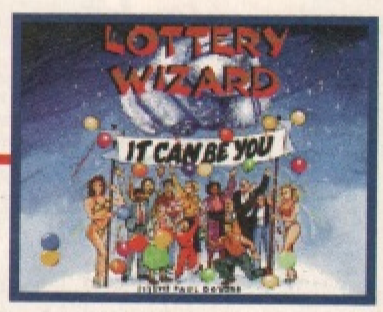
Cover Disks





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CD-ROM Reviews

Editorial

Have you ever had to work with an insane Australian? Southern hemisphere readers will either understand what I'm getting at or be highly insulted. The person in question is our latest personnel addition, Mat Bettinson, who has just joined us this issue as a staff writer against some stiff competition. Mat cites his interests as Comms, electronics, his A3000, his Darkside BBS, beer brewing, Comms, programming, Comms and talking loud. You can expect great things from him.



I was dismayed by new UK Amiga boss Jonathon Anderson's revelation that the A1200 will be priced not at £250, but more than £100 above this (see report on page 23). This is bad news, unless, as Jonathon explained the software promotional pack that goes out with it is absolutely superb. This price is, in my opinion, too high and I hope something can be done about it before launch. Surely a lower, but fixed RRP would prevent the downward spiralling price wars that did much to damage the Amiga in the first place? Your chance to talk to Amiga Technologies is on page 34.

Alan Dykes, Editor

More ...

Workshop

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Editorial

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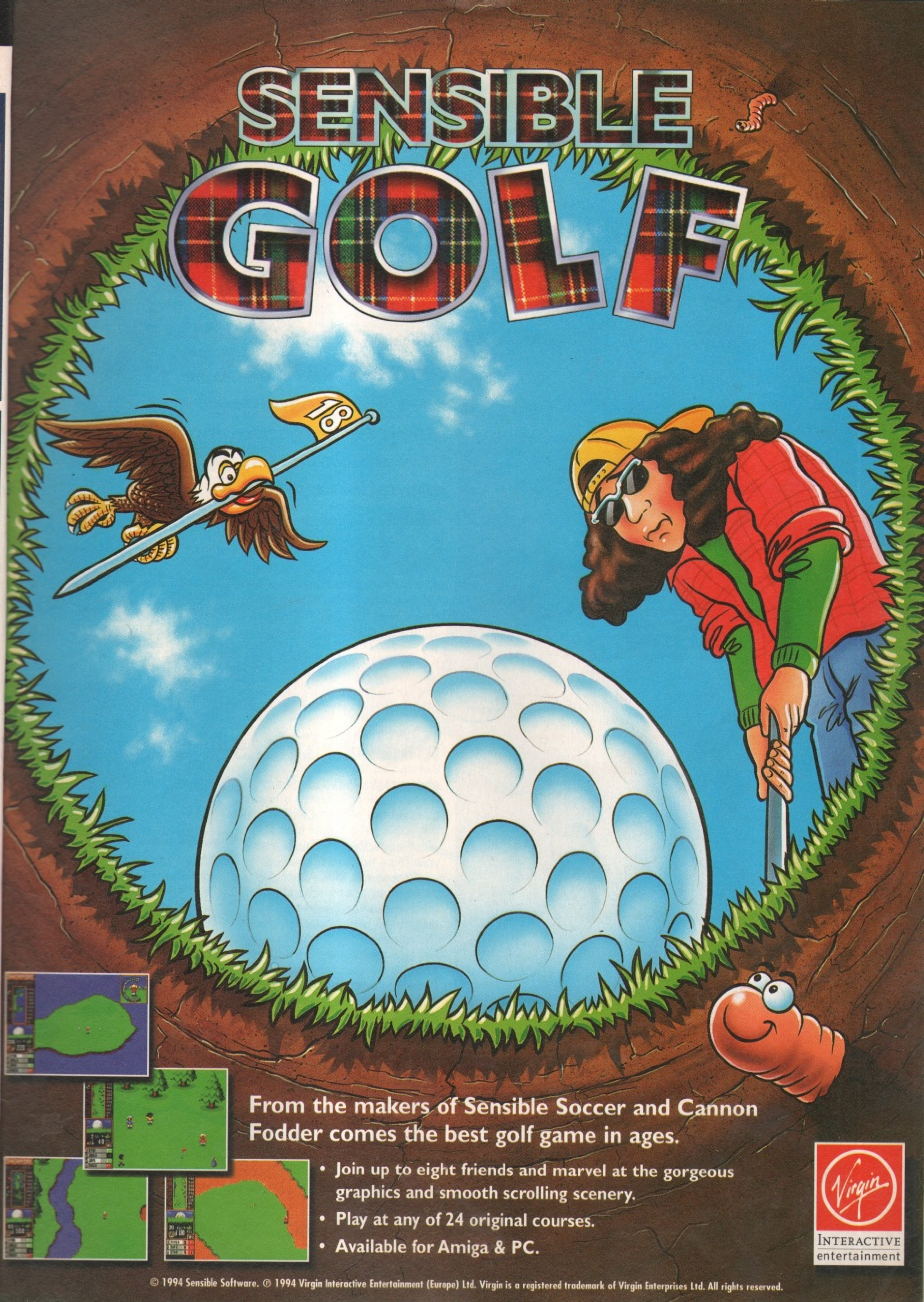
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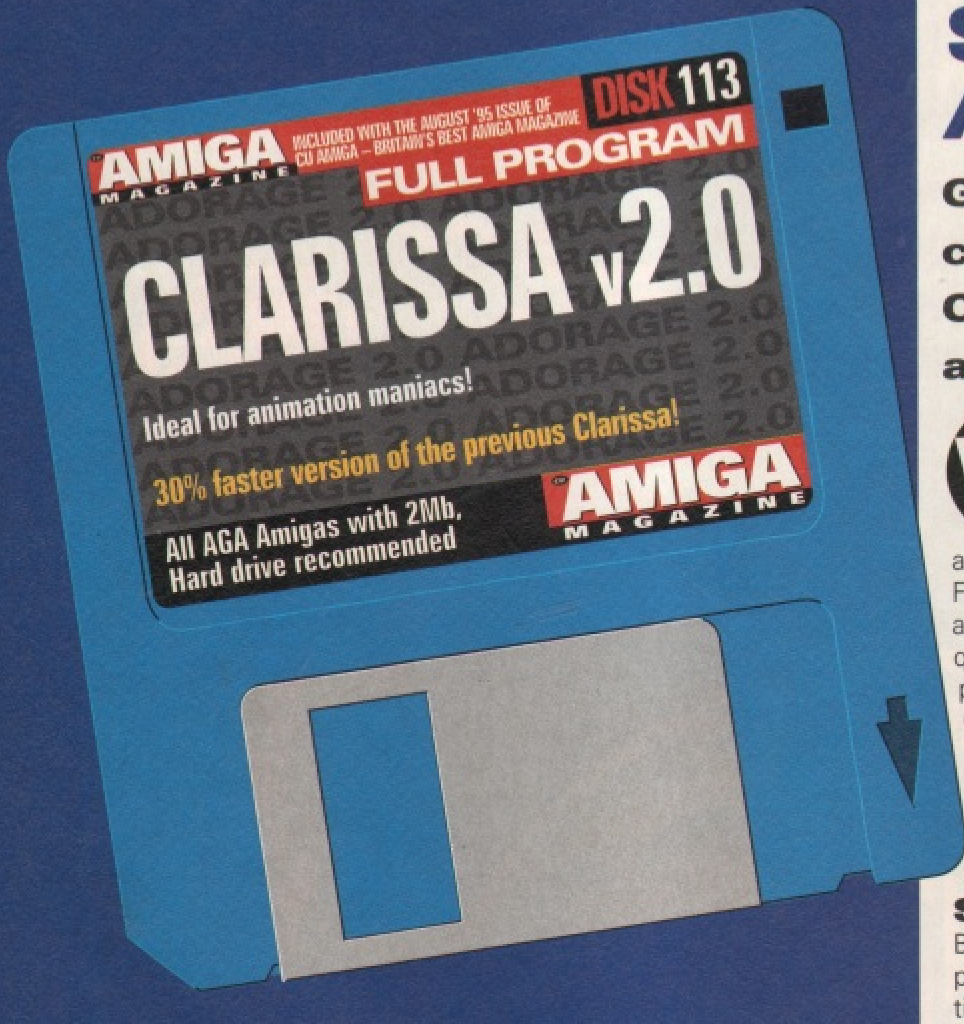
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18
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DISK 113
Clarissa 2



Super Smooth Animation System

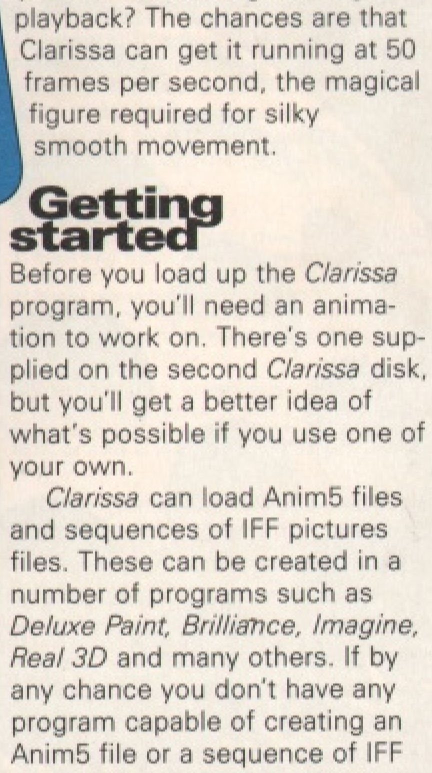
Give your animations a touch of class, by transforming them with Clarissa 2, the super smooth animation system.

We all know how adept the Amiga is at creating and playing animations, but there's always room for improvement. For example, have you ever had an animation that just wasn't quite smooth enough during playback? The chances are that Clarissa can get it running at 50 frames per second, the magical figure required for silky smooth movement.

Getting started

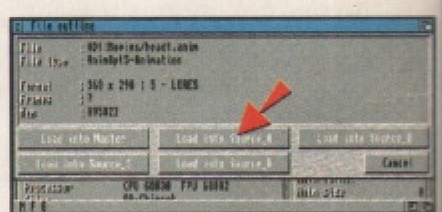
Before you load up the *Clarissa* program, you'll need an animation to work on. There's one supplied on the second *Clarissa* disk, but you'll get a better idea of what's possible if you use one of your own.

Clarissa can load Anim5 files and sequences of IFF pictures files. These can be created in a number of programs such as *Deluxe Paint, Brilliance, Imagine, Real 3D* and many others. If by any chance you don't have any program capable of creating an Anim5 file or a sequence of IFF images, then you can still experiment with the demo animation for now.

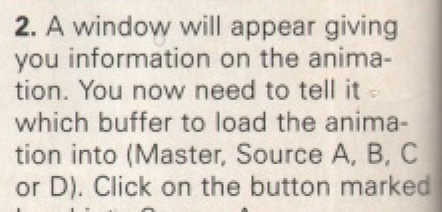

1

1. First of all refer to page 16 for full loading instructions. Done that? OK now come back and start reading this bit.

Once *Clarissa* has loaded, the first thing you need to do is load in an animation. To do this, hold down the right mouse button and select Load Animation from the Project menu.


2

2. A window will appear giving you information on the animation. You now need to tell it which buffer to load the animation into (Master, Source A, B, C or D). Click on the button marked Load into Source A.


3

3. If you see a window stating that the animation cannot be represented in AGA mode, just click on the box marked Yes, and the anim will be converted.

• Floppy users:

See Special loading instructions on page 16

System requirements

Clarissa 2 from this month's cover disk will run on any Amiga with Workbench 2 or higher and a minimum of 1Mb of RAM. However, extra RAM and a hard drive are recommended for all but the smallest projects. Animations use up a lot of memory, and the program also needs memory for its own buffers. If you find *Clarissa* will not play or process one of your animations, return to the program used to create the animation, and reduce the number of colours, screen resolution and frames until it's small enough to handle.

Anyone using a 1Mb Amiga who wants to get into animation is strongly advised to upgrade their RAM. In fact, anyone who is still using a 1Mb Amiga for anything at all should think seriously about upgrading!

Clarissa Disk 2

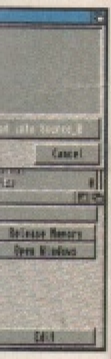
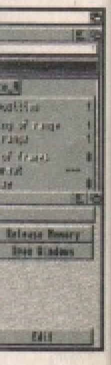
Disk 2 of *Clarissa* (entitled *Clarissa*-Demo1) contains a demonstration animation and the SSAPlay utility. SSAPlay is used to replay SSA animations without having to go use the *Clarissa* program. For full details on using SSAPlay, read the document on the disk. To view the demo animation, double click on the icon marked Demo1.

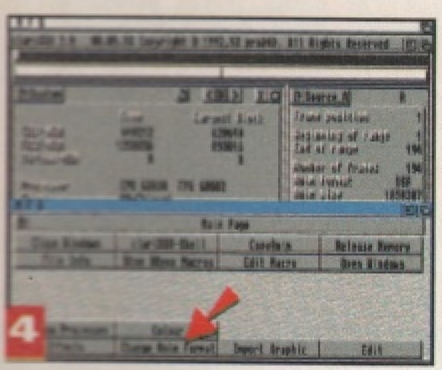
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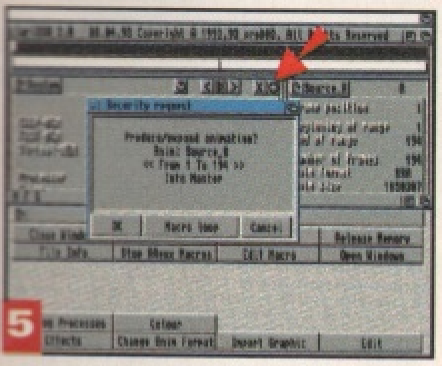
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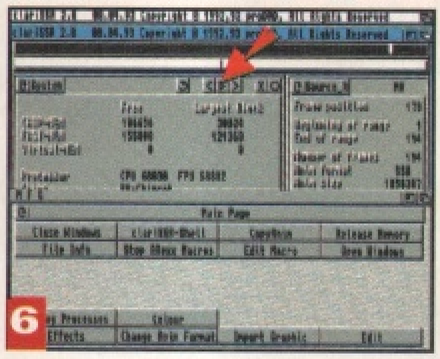





4. Before you can process your animation, it must be converted to interlaced format (unless it was originally created in interlace mode). Click on the Change Anim Format button, followed by the Make Lace button. Then click on the Source A button when asked to select an animation for conversion. Use the Return button to get back to the original panel.



5. Now you're ready to convert your animation into Clarissa's SSA (super smooth) format. Click on the small circle icon in the top panel, and then click on OK when asked if you want to Produce/expand the animation.



6. Click on the small button marked with a triangle (it's between two other icons with left and right facing arrows on them). You should now see your animation playing back smoother and faster than ever before!

7. To save out your new super smooth animation, select Save Animation from the Project menu. Use the file requester as usual to select the destination for your new animation, and click on Save to save it out. And there you have it.

Go the magazine, seen the disk now get the video ....

The best way to learn about *Clarissa* is to take advantage of the free video offer with this magazine. This takes you through the main areas of the system with audio and visual guides to getting the most from the program. See the backing board from this magazine for details.

If your board has gone astray, call Burgess Video on 01874 611 633 and ask about the free Clarissa video offer from CU Amiga Magazine.

Tricks of the trade

Clarissa's main function is to convert Anim5 animations into a faster smoother format called SSA. SSA animations play back faster and smoother by exploiting a side effect of the Amiga's interlace mode.

Interlace mode doubles the vertical resolution of the screen by inserting an extra line between each of the original lines in the picture. It does this every 'half frame', which on a PAL display is every 25th of a second. In effect, interlace screens are made up of two images, which are rapidly flicked from one to the other. It's this flipping that leads to the flicker usually associated with interlace mode.

When *Clarissa* converts a normal Anim5 animation, it uses the double frame buffering of interlace mode to display two as many frames in the time that would normally be used to display one frame, hence the speed increase. Once this speed increase is such that 50 frames can be displayed every second (the same display rate of a PAL TV or monitor), the animation suddenly takes on a silky smooth quality.

MultiCX Workbench Utilities

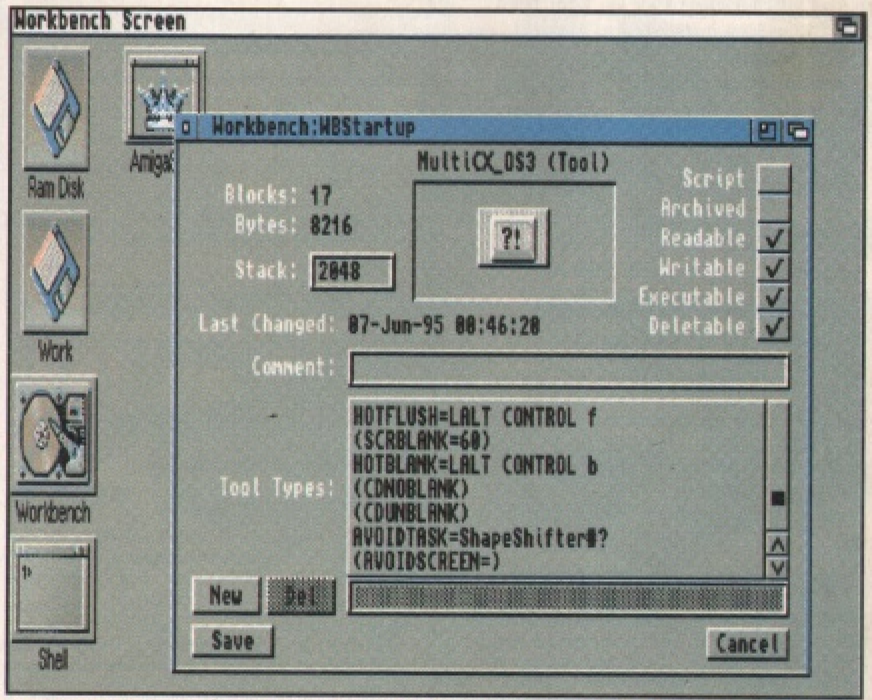
Requires Workbench 2 or higher

MultiCX will make your Workbench a nicer place to be.

Amazingly small for what it offers, *MultiCX* is a barrow load of utilities all in one small commodity. It does the job of a number of programs with just a fraction of the memory requirements. Because it's a commodity, it won't work under OS 1.3 since the commodities feature was introduced in 2.0. There's also one version for OS 2.0 and another for OS 3.0 and up. To use *MultiCX*, it's a matter of dragging the appropriate icon into your WBStartup drawer.

Strangely, *MultiCX* has no graphic user interface for editing the parameters. Instead they are all specified in the icon tool types. Double click *MultiCX* once to start it and again to pop up the Workbench icon information viewer/editor. There you can see all of the configuration parameters for *MultiCX*. As soon as you have made some changes, hitting the save button will bring them instantly into effect. *MultiCX* has a lot of features, some of which include: screen blanking (plain or moire); mouse acceleration with start threshold; screen cycling (can be assigned to the middle button of a three button mouse); mouse shifting; window cycling and activation.

Other features include entering hex ASCII codes via the keypad for strange characters. 'Capshift' stops hotkeys being affected by caps lock and makes shift do uncapitalised letters. There are hot keys for closing and zooming windows and flushing libraries. It will remember the last active window when cycling screens (very handy). PopCli makes a CLI pop up on a hotkey, there's a border blanker, and an option to turn off the disk



▲ **The Multi-CX parameters are adjusted via the Icon Tooltypes as seen here. As soon as save is selected, if MultiCX is running then the changes will come into effect immediately.**

drive clicking. The '*' symbol can be made to act as a valid wildcard like '#?', the audio filter can be switched on and off, and much more besides. Full documentation is on the cover disk and is worth a look for a more indepth explanation of all the features that *MultiCX* provides. Many of the configuration values that can be entered into the tooltypes are already there so you can see how many of them work. *MultiCX* can be removed from the system by the Workbench utility CX-Exchange. Have fun!

DISK 114
Super Street Fighter

An exclusive demo from US Gold!

Get out your best joystick, plug it in and get wiggling. Your task is to help Cammy defeat E. Honda, the blubbery nip sumo wrestler ...

All Amigas with 1Mb



Loading: Super Streetfighter 2 is on a bootable disk. Simply insert the disk into your drive and start up your Amiga. For further instructions turn to page 16.



Controls

Cammy is fairly lightweight but fast. Every hit will not cause as much damage a each of Honda's but with the right timing he is relatively easy to beat.

Up:	Jump
Down:	Crouch
Left:	Retreat (advance)
Right:	Advance (retreat)
Down/left:	Crouching defence
Up/left:	Jump back
Up/right:	Jump forward
Up/fire:	Jumping kick
Down/fire:	Crouching kick
Left/fire:	Defensive one foot kick
Right/fire:	Offensive one foot kick
Up/right/fire:	Dive forward, aerial kick
Down/right/fire:	Crouching kick
Down/left/fire:	Crouching kick
Up/left/fire:	Defensive backward jump with kick.

Hints:

(1) Useful: Get close to Honda, perhaps by jumping over and landing right behind him, move straight into him and press fire. This will make Cammy do the impossible; lift a character that's probably three times her body weight and fling him mercilessly to the ground. This takes more power from Honda than any other single move.

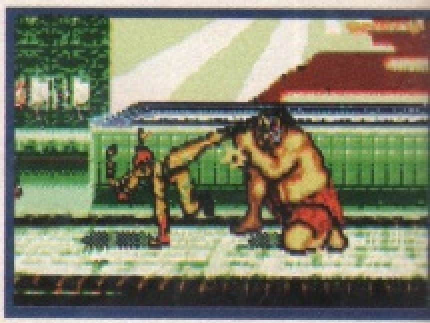
(2) Useless: Down, down right, right and fire in that order will make Cammy do one of her special moves: a rather pathetic swirling torpedo kick. You might as well hit Honda with a fly swatter.

Super Streetfighter 2 is one of those late conversions to the Amiga that no-one ever really expected to see, but which suddenly appeared over the horizon like a wandering Las Vegas fighting circus. Well, it's still not quite there (it should be reviewable next month) but with Lisa's love of on-screen violence this demo was created because she pleaded with US Gold to let her get in some practice playing her favourite character Cammy before the full version comes into the office.

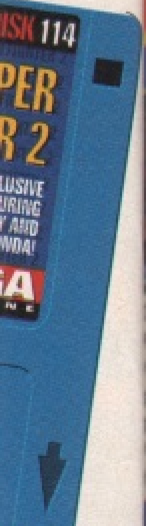
It had something to do with "computer games being a male dominated environment, so I'm glad that a decent, ass kicking female character has come along", according to Lisa. She was not so pleased when she discovered that Cammy not only "kicks ass", she shows ass too. When Lisa won her first bout Canny proceeded to turn around and display her buttocks to all and sundry. A US Gold spokesperson told our fuming deputy editor that this "is a feature of the game" and "no, they would not change it in the name of female emancipation".

And so to the other character: E Honda. In this demo the computer plays the heavyweight sumo wrestler, which pleased Alan, who is a Honda fan. "Yes", he said, "the Civic is an impressive small car, with panther-like looks, cheetah-like acceleration and it sticks to road like a leopard on a buffalo's back", doing his best Jeremy Clarkson from Top Gear impression, wearing a curly wig and a pair of size 15 cowboy boots.

Unfortunately you can't actually play Honda, but this demo should give you a good idea of what the game is like to play and how fast it is. Remember this is demo was taken form the A500 beta test version and US GOld have asked us to inform you that the graphics are still being updated. This is why we didn't review it this month but hopefully they'l have it finished by next month for us. There's also an A1200 version with full AGA support which in terms of graphics will be closer to the console version. ■



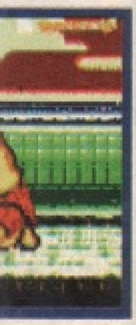
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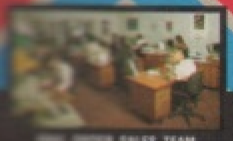
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coverdisks

How to load...



Important: special floppy disk instructions

Clarissa can be used from a single floppy drive 1Mb Amiga, but it's really designed for machines with more RAM and a hard drive. Floppy users should read these instructions very carefully.

1. Make a copy of your Workbench disk, which you will need to use each time you run *Clarissa*. Leave the copy of Workbench write enabled (with the tab in the closed position. All the following references to the Workbench disk refer to this copy of Workbench.

2. After you have decompressed your disks, insert your Workbench disk and reset the Amiga.

3. When Workbench has loaded, double click the Workbench disk icon, and then double click the System icon.

4. Double click the icon marked RexxMast.

5. Close the window containing the RexxMast icon in order to save memory.

6. Insert the *Clarissa* Program disk and double click its icon. Double click the icon marked *Clarissa2*_Floppy.

7. If you have just one floppy drive, you will need to remove the Clarissa disk to swop it for the Workbench disks five times. Be patient. This is necessary as the program needs files from both disks in order to work.

8. Once the program has loaded, select Set Preferences from the Settings menu. Click on the tick box marked Workbench, which will close the Workbench screen and gain a little memory. If the tick will not disappear, press the Left Amiga key and M to switch to the Workbench, and check that there are no requests for you to insert disks. Close the Settings window by clicking in its top left corner.

9. You may have to attempt to load an animation a number of times. Due to the hard drive-oriented nature of the program, you may receive error messages on the first couple of attempts. If your animation fails to load after the third or fourth attempt, it's probably because it's too large. In this case, go back to your animation software and reduce the resolution, number of colours and number of frames and try again. 1Mb Amigas are unlikely to load more than five-ten frames of a low resolution animation.

IF YOUR DISK WON'T LOAD

We go to great trouble to ensure that the CU Amiga Magazine cover disks will work on common Amiga models. However if you do experience problems follow this simple guide.

1: Remove all unnecessary upgrades and peripherals, such as printers and modems. Some trapdoor expansions can also cause problems.
2: Follow the instructions on this and previous pages exactly.
3: If you still experience problems loading the disk call the DiskXpress helpline on 0451 810 788 between the hours of 10am and 5pm Monday to Friday.
If they advise that the disk is faulty, fill in your details in the form below, and send this form, along with the faulty cover disk and a 28p stamped self addressed envelope to:
CU Amiga Magazine Disk Returns, DiskXpress, Unit 7, Willow Court, Bourton Industrial Park, Bourton-on-the-Water, Gloucestershire GL54 2HQ.

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WRITE PROTECT YOUR COVER DISKS

Before you do anything, write protect both of your cover disks. Slide the tab in the corner so that you can see through the little square hole. This will stop you accidentally decompressing the data onto the cover disks themselves.

Decompressing Clarissa 2

Clarissa 2 is on cover disk 113 in the form of two compressed files. Before you can use the program, you need to decompress these files onto two separate disks (which must be write enabled, unlike the original cover disks). Have two spare disks on hand. All data on these disks will be overwritten, so make sure they don't contain any essential files.

1. Insert cover disk 113 in the internal drive and reset the Amiga.
2. Double click on the disk icon marked CU_113.
3. Double click on the icon marked ClarissaDisk, and insert your first spare disk when asked to do so.
4. Follow the on-screen instructions, and replace disk 113 when asked to do so. Mark your first spare disk *Clarissa* Program.
5. Double click on the PlayerDisk icon, and insert your second spare disk when prompted. Swop this back with the cover disk at the prompt, and label your second spare disk Player Disk.

Clarissa 2 hard drive installation

***Clarissa 2* works best from a hard drive. Follow these steps to install the program on your hard drive.**

1. Reset your Amiga with no disks in the drives in order to boot from the hard drive.
2. Insert your decompress *Clarissa* Program disk into any floppy drive.
3. Double click on the *Clarissa2*-Disk icon. Now drag and drop the HDInstall icon over the partition of your hard drive in which you want the program installed (eg Work:). Double click on the HDInstall icon that's now on your hard drive, and the program will now be installed onto your hard drive.
4. To install the Player Disk onto your hard drive, insert the Player Disk, double click its icon (which is labelled *Clarissa*-Demo1), then double click the icon marked Install-SSAPlay.
5. To use the *Clarissa* program, reboot your hard drive. *Clarissa* can be found in its own drawer on your hard drive. Double click the Clarissa program icon to start it up.

MultiCX installation

To install *MultiCX* onto your Workbench system, boot from your Workbench disk or hard drive, and drag the MultiCX icon into the WBStartup drawer. It will now start automatically each time you boot your machine from the hard drive or the Workbench floppy disk.

Super Street Fighter 2

Insert your disk and reset your Amiga. The game will not load automatically on A4000s: Although we tested this disk on all Amigas, some A4000 owners with early machines or 040 processors may have difficulties with it (if you've got one of these this will come as no surprise). It is best to cold boot your Amiga first (ie hold down both mouse buttons as you start up), disable the CPU caches and use the 'original chipset option'. Even so it may occasionally crash during the game. Even US Gold didn't know that this sort of thing happened.

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STAGE 1...

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STAGE 2...

With ProGrab's software, select an image you wish to capture using the on screen preview window - and Grab (because the hardware grabs frames in real time, there's no need for a freeze frame facility on the source device). ProGrab™ even includes a Teletext viewing/capturing facility from either TV or satellite sources. Once grabbed, simply download and view the full image on your Amiga screen.

STAGE 3...

Use the image with your favourite word processor, DTP or graphics package.

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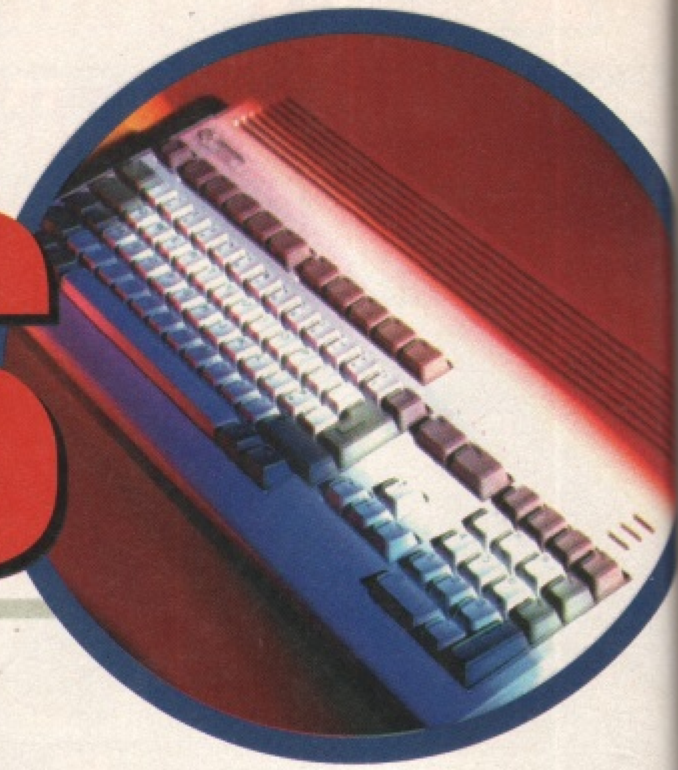
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News



The One Dies

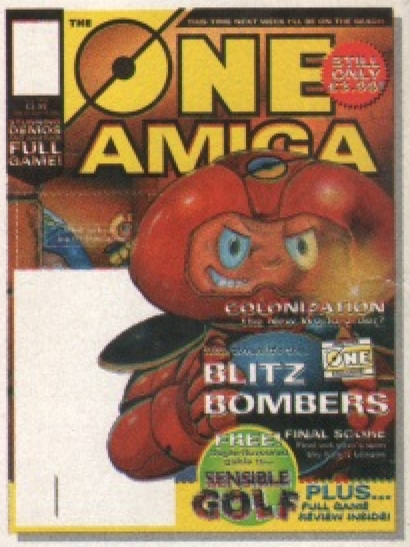
The end of the line was reached by our sister publication, The One for Amiga Games, in mid June 1995. The latest casualty of the downturn in Amiga fortunes was first published eight years ago as a multi-format title for Amiga, Atari ST and PC. It split into two separate magazines for Amiga and ST in the early nineties before becoming famous as a single format Amiga games magazine.

Notorious for its irreverent humour, originality and its journalist's liberal use of words like cack, pants and arse to describe games, readers opinions and anything else that happened to be on their minds, The One's publication was suspended "due to conditions in the Amiga games market", according to a wise old accountant in Emap's headquarters.

However, eager as always to keep things going (and hopefully re-launch the magazine at a later and more favourable date), CU Amiga Magazine will be incorporating The One Amiga into some of our pages from now on. Matt Broughton, ex-deputy editor of the illustrious organ has joined our staff as Games Consultant and will have a regular column keeping you informed of developments in the games market and spicing up our news section with inside information, as well as reviewing games and re-introducing, due to popular demand, a games tips section in CU Amiga Magazine.

In case you wonder what happens to old Amiga magazine staff when their mag finally goes to bed we'll tell you. Andy Nuttall, a regular contributor to this magazine and The One's editor has moved to Bullfrog to work in games development. Another regular contributor to CU and The One's former reviews editor, Harry Attrill, has moved to a similar position on a PC games magazine called, funnily enough, PC Games and which, by strange coincidence, is edited by a former The One editor David Upchurch. Harry will also continue to contribute to CU Amiga Magazine because although he's a splitting swine like Andy Leaning, deep down he still loves the Amiga.

The One. RIP.



Make Way For Even More Storage Space

Exciting news on the storage front this month from Fourth Level Developments. They have just announced a SCSI-2 drive which doubles as a quad speed (X4) CD-ROM drive with 185ms access and a 650 MB read/write Optical drive with a transfer rate more than 1MB/s. Bundled with Ami-File-Safe (see separate news feature) and an updated version of the MO-MIGA multi-media support system, it is due to retail at around £530 and uses low cost cartridges. It will be available in internally mounted and external versions. Look for a for review in next months issue. For further information, call Fourth Level on 0117-9854455.

No More Invalidated Disks

More news from the boys at Fourth Level Developments. They have been busy working on lots of technical things and have just released a program called the Ami-File-Safe replacement file system, otherwise known as AFS.

This new product represents an astounding improvement in performance over Commodore old standard file systems, OFS and FFS.

File systems are responsible for handling the way files are stored on devices like floppy and hard disks. However, AFS is not only faster, it's also more efficient on disk space and claims to be proofed against invalidation. So we should expect great things from this new product.

AFS retails for £69.75 and is available from Fourth Level Developments. You can contact them on 0117-9854455. Expect a full review in next month's CU Amiga Magazine.

ZCL Gets Liquidated

Leading Amiga distributor ZCL who also own Indi have been put into receivership following significant losses. Although the company is still trading the receivers have been called in to turn stock into cash and find a potential buyer for the company as a going concern.

ZCL was one of the two biggest distributors of Amiga hardware and peripherals in the UK. While Silica, the other distributor, has remained in business despite the Commodore crash ZCL were quick to blame the Amiga for their woes, with a large sum of money still owed by retailers who stocked Commodore products. A spokesman for the receivers, Arthur Anderson, was quoted in trade publication Computer Retail News as saying that ZCL's receivership would continue until "a firm grip had been established on the company's finances, when the situation would be reviewed again".

ZCL also owned the Calculus chain of computer stores but their future is uncertain – four have already closed since the receivership announcement was made.

Championship Manager 2



The oldies are returning in droves. *Championship Manager 2* follows hot on the heels of the second *Player Manager* with the addition of an international management option, a completely updated presentation method using a Sports TV style format and more stats and player interaction. The first game was a big seller and was followed up by update data disks. Considering the amount of management sims currently on release it will have to be really special to get to the top. Due for an October release we should have a preview next month.

IDE CD-ROM for the A1200/4000

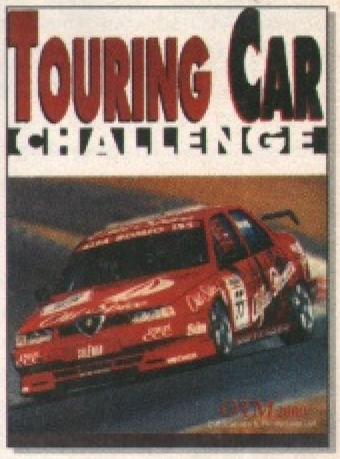
Many readers have written to us to find out if it's possible to connect a regular IDE CD-ROM to the A1200 and 4000's built in IDE interface. The answer is that, at the moment, it isn't possible using the the built-in driver in the Amiga's ROM. However a new driver, ATAPI, is under development by German company Elaborate Bytes, called the ATAPI device.

If ATAPI actually works as well as the authors claim it will provide Amiga users with a much cheaper alternative to SCSI compatible drives.

The final full version will be a commercial product and will be reviewed by CU Amiga in a forthcoming issue along with hardware that allows two CD-ROMs and two IDE hard drives to be simultaneously connected to the internal IDE interface. For more information call Ground Zero Software, on 0117-9741462.

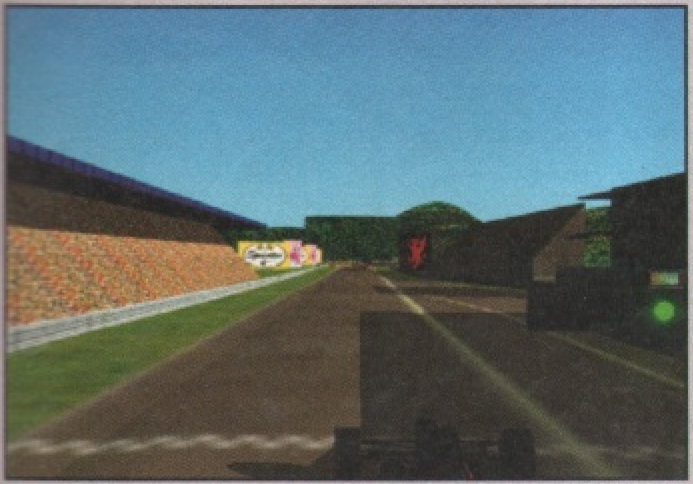
Touring Car Manager

As if *Formula 1* wasn't enough for the management fanatics of this world, a new company called OTM, previously better known for utilities like our last month's cover disk *PowerBase*, is releasing a new racing game. This is the first game based on the *British Touring Car Challenge*, a race using limited modification of works versions of current saloon cars. The game starts off with you selecting one of the top teams like Alfa Romeo, BMW or Volvo, then selecting two well known drivers then equipping the team and managing it through the ups and downs and various weather conditions of a season. It comes packaged with posters, post cards and info about the Alfa Romeo 155. We should have a full review next month.



Formula For Success?

Ascon's Formula 1 management game *Pole Position*, which we first reported in our ECTS roundup last March is nearing the end of its development. The game, from the team that produced *The Patrician* and *On The Ball*, is now due for release in September when *F1* fans will be able to revel in car design, team negotiations, press conferences and the like. No official F1 sponsorship has been confirmed but it should have all the big names in there. We hope to have a preview for next month.



▲ Pole Position : hoping to make it to first place on the F1 track.

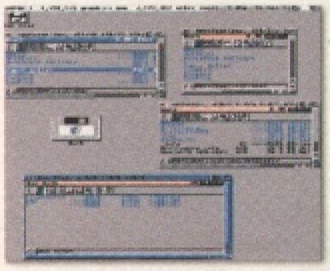
Mini dictator



Ever fancied taking control of an alien race? Of controlling their armies and taking over a strange planet? Of slogging it out with the enemy on a sandcastle covered beach or a play room? Yes. Then Mindscape's *Tiny Troops* could be the game for you.

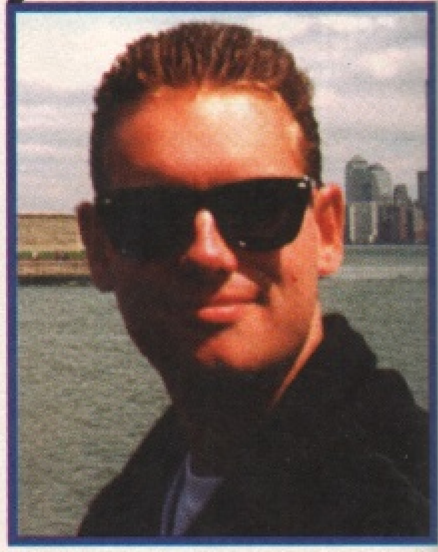
A bit like *Cannon Fodder* in the world of *Micro Machines*. It is a puzzle and team combat based game controlled by mouse and features cutesy cartoon creatures from two races who are locked in a permanent battle on a virgin planet, having almost destroyed their own. The game is due out in October on A1200 only.

New Directory Opus



Owners of GP soft's excellent *Directory Opus 5* are entitled to a free upgrade patch that will take version 5.0 up to 5.11. *Arexx* and drag 'n drop improvements, many minor changes and bug fixes are all part of the new 5.11 package. Call the UK distributors Wizard Developments on 01322-272908 for further details.

Matt Broughton's Games in View



▲ No it's not Mat from Bros ... it's Matt from The One!

Bonjour! What's all this then, eh? Well, if you're a regular CU Amiga Magazine reader, "Hi. Sorry to gate crash." and if you're an old reader of The One, "Hello my chums, are you missing us?"

Yes, with the sad 'suspension' of The One as an Amiga games magazine, I'll be popping up here and there throughout the pages of CU, injecting the word 'pants' and 'arse' as much as possible into the general format and helping with the games coverage.

One of the new features we'll be adding to CU is a dedicated games column, of which this is the first. So, want to know what's going on out there in Amiga games land? Well, follow me...

Anyone who's ever managed to catch the Sky satellite programme, **Games World**, will no doubt be familiar with that 'great guy' and all-round celeb, **Dave Perry**. Well, thanks to the bandanna-ed one, **Millennium's Master Axe** could have finally found a way onto your screens – via a Powerplay joypad bundle package.

Likely to retail at between £20-25, the bundle package looks to be Millennium's last chance to recoup the £150,000 already invested in the so-far-less-than-impressive product. If the idea makes the light of day, this will be the first ever joypad available for Amiga owners (er no actually Mat. See our review of the Techno Plus on page 79.

Sadly, apart from the release of **Extractors** on the CD32, Millennium don't have much on the games front, although Keith Smith informs me, "We haven't abandoned the Amiga, it's just that in the future we'll be looking at projects that can be transported over to the machine rather than developed on it."

Just a tad overdue, **Grandslam** are now quoting September as a release date for the RPG adventure, **Seventh Sword of Mendor,** while their compilation, **Gamer Gold**, will also appear around the same time. The CD32 version of **Rasputin**'s **Base Jumpers** will be also be made available through the G'Slamers from the 28th of this month, priced at £19.99.



Following the comments made by pretty much every magazine reviewing **X-Fighter, Thalion** have decided to pull back the release date with a view to rewriting the graphics and sound – with a couple of tweaks to the game engine while they're at it. Look out for a new version around ECTS time in September.

The ever-busy **Kompart/Black Legend** team are still churning out stuff at an Impressive rate, with **Arcane's Turbo Trax** looking as though it'll finally get a release date of July 12th, and **Behind the Iron Gate** following a week or so later.

There's no more news on **Spherical Worlds**, but it's only six weeks away from master, with **Wheelspin** pencilled in for a July/August release.

Mindscape are uncharacteristically active on the Amiga scene, with **Tiny Troops** due for release in October and both **Space Academy** and **MegaRace** due in the Summer. Bad news from **Daze Marketing** I'm afraid, as they abandon their Sim City-esque world domination game, **Power House**. Apparently, they made the decision once they realised that the game could never be anything less than A1200 only, and what with the 'unsettled' state of things, ran away to hide in a tree. Still, there's always the forthcoming **Ascon** product, **Pole Position** to look forward to.



Similarly scary news from **Core Design** is that they've yet to decide whether their graphic treat, **Big Red Adventure**, will make it onto the Amiga. At the time of writing, the team have yet to see the pre-production version, and will make a decision then, and only then. Golly. Fingers crossed.

More frightening stories from the land of **Empire Interactive**, where **Cyberspace** has now been officially 'suspended' again due to the 'thin ice' nature of the Amiga games scene right now. (Hmm, sounds familiar). Anyway, the Empire crew have nothing else to offer us currently, other than **Bitfusion**'s helicopter sim, **Coala** – but you already know all about that I'm sure!

And, just to keep this column looking like death warmed up, **Colonization** looks to be **MicroProse**'s last Amiga game for some while – with the future of A1200 hard drive-only **Pizza Tycoon** still undecided.

New developers **Leading Edge** still have yet to find a publisher for the excellent Super Bomberman clone, **Blitz Bombers**, featured on the cover and cover disk of the last issue of **The One** (and I do mean THE LAST – boo hoo!) This looks certain to be a bit of a hit – depending on which publishers gets to it first!

And that wraps it up for this month's games news, leaving me to wish you well and offer you this month's chart from HMV. Au revoir! ■

▲ Basejumpers: landing on a CD32 near you soon.

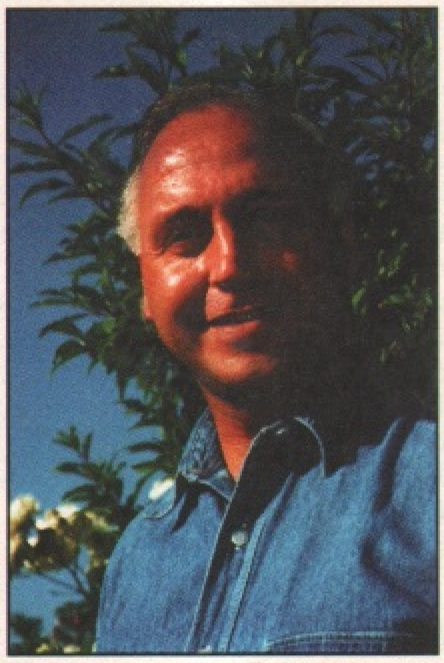
HMV CHART...
Amiga top games

No	TITLE	PUBLISHER
1	Ultimate Soccer Manager	Daze
2	Sensible World of Soccer	Virgin
3	Man Utd the Double	Krisalis
4	Super Skidmarks	Guildhall
5	Beau Jolly Compilation	Virgin
6	Pinball Illusions	21st Century
7	Theme Park	EA
8	All Terrain Racing	Team 17
9	Roadkill	Guildhall
10	FIFA Soccer	EA

Amiga Technologies UK seek new bundles for £350+ Amiga

Amiga Technologies has finally recruited a British team to handle sales and marketing of the Amiga in the UK. Called Amiga Technologies GmbH (UK) it will initially have six staff, all of whom are ex members of Commodore UK. The team is headed up by Jonathon Anderson who was a product marketing manager in the old organisation.

Probably based back in Maidenhead rather than Escom's Scottish headquarters or their new premises near Stanstead, the team will consist of technical support and sales staff. Jonathon, who used to work for Silica has wide experience in setting up promotional bundled software deals and this is seen as a key role for him at Amiga Technologies.



▲ Jonathon Anderson, head of Amiga Technologies UK: Sales and technical support will be their key roles initially.

Scala and more

Last month's news feature indicated that *Scala MM300* would be bundled with all new Amigas, but Jonathon intends to add to this with some top name utilities and games. Unlike the old days, where the various distributors throughout the UK and Europe put together different packs Jonathon claims that they will now be standardised throughout Europe and that perhaps only two will be available: one for machines with hard drives and slanted heavily towards quality productivity software and one for basic A1200s with a games orientation. No software has been finally decided upon at this stage though.

The new price

Despite our report last month of new Amigas for under £250, based on comments by Escom's Manfred Schmitt, and reports of even cheaper machines in other magazines, Jonathon Anderson stated that in the UK this sort of price would be impossible. In order to get dealers to take the Amiga and to actually produce the machine again the price will have to be between £350 and £399 for the basic A1200 pack. He did however claim that the software bundle with these machines would make the price point seem attractive and the sales effort would be backed up by advertising.

This strategy must be seen as risky, with the Amiga now "out of fashion", according to one software publisher, and competition from the games side with the UK launch of Saturn and Playstation. Even on the computer side, with Escom themselves competitively discounting Pentium PCs to £800, an Amiga costing nearly £400 becomes less attractive to the uneducated computer user, despite its advantages.

Anderson remains confident though, and hopes that by keeping advertising simple, showing the software that the Amiga is capable of running, and how cheap that software is compared with its PC and Mac competitors, rather than concentrating on the hardware will still attract people. "I don't intend to spend millions of pounds doing [ads which feature] fish, boomerangs and all this sort of thing. I don't want to concentrate on the hardware, I want to show people what's on screen. When we advertise I will get the software publishers involved very heavily," said Jonathon.

They expect to sell 50,000 A1200s in the period between October and Christmas and some of these will have hard drives. A price point has yet to be set for hard drive equipped machines but Jonathon was very concerned about hiking the A1200's price too high by putting drives in. The amount of machines which will have them will be determined by their price, but up to half of the total allocation could be equipped if the market was viable. Jonathon claimed: "We have 50,000 A1200s, some of which have hard drives and every single one of those is pre-sold. When the [software] publishers see the product physically back in the shop, there will be an upward trend towards getting titles out there."

He expects more flexible pricing next year for the upgraded A1200, with a better processor and more RAM, but even this depends on the success of the relaunched machines over the Christmas period.

On the A4000T front the majority of the reported 22,000 allocated for production will go to the United States where it is still highly respected as a video and graphics machine, but the UK will get an allocation too. It will be available before Christmas in 040 form with a separate upgrade to 060 with the full, internal 060 version being available early next year. The proposed RISC machine could be ready by autumn next year.

More games

The UK games publishing industry is seen as very important for the Amiga's future and one of Amiga Technologies' biggest tasks will be to get these publishers back into the fold and developing. "Games which begin development now may only be completed in 12 months time, so software developers shouldn't leave it too late to start Amiga software again", Jonathon stated. "My task is to get the publishers back on board by going along and seeing them. If I believe a title is good enough I'll certainly put it to Amiga Technologies or Escom, the parent company, that we do some co-funding."

Although currently having only six staff, Amiga Technologies GmbH (UK) will grow with the Amiga's sales and recruit further people in the coming months. At the moment Jonathon Anderson is looking for merchandisers to help set up in-store displays and promotions in the run-up to Christmas. He expects these to be regional based and Amiga literate, in place to help retailers maximise the attractiveness of the machine.

And as for Commodore UK? What sort of feelings did Jonathon have after David Pleasance and Colin Proudfoot failed to submit a final bid: "None of the staff other than David and Colin were aware that there wasn't going to be a bid. It was put to me that they tactically withdrew, which frankly is a politician's answer. There are various reasons, and I don't honestly know the real one. There have been rumours, of which one was that they didn't have the money ... I know for a fact that they did have some money, but whether they had enough was another question. Escom went out,



▲ Petro Tyschtschenko, General Manager of Amiga Technologies GmbH who has appointed six ex-Commodore UK staff to the new company.

checked out the company, saw it was worth buying and did the deed."

Whether they have the financial will to follow it through with a real success story, remains to be seen. ■

Alan Dykes

Although currently moving into new premises, if you wish to contact Amiga Technologies UK you can send your letters to CU Amiga Magazine and we will forward them. Unfortunately we cannot contact them by phone on your behalf so this service is restricted to letters only. Send any correspondence to CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU, clearly marked for the attention of Mr. J. Anderson, Amiga Technologies UK.

The New Amiga

Welcome, Amiga fan and user, to your opportunity to tell Amiga Technologies GmbH exactly what you want for your current Amiga and the Amiga of the future. We at CU Amiga Magazine are determined that you should get the right products and honest value for money now and in the future, and the best way to do this is to mobilise your opinion. By presenting the views of you, the reader, we hope to guide Amiga Technologies in the right direction, help them to avoid the same mistakes as Commodore and provide you with what you want.

Three months ago thousands of you responded to our reader survey, giving us a strong indication of what you wanted from your favourite Amiga magazine. Now we're asking you to fill out this much smaller, but in many ways more important questionnaire. It is, in effect, a letter to Escom's new Amiga subsidiary which will put forward your views to the right people, in the right place. With your opinions CU Amiga Magazine will push hard for a productive and brighter future.

Please cut out the following form and post it to: Amiga Technologies, c/o CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

CU AMIGA MAGAZINE

Dear Amiga Technologies,

As a reader of CU Amiga Magazine I am a loyal Amiga user. In 1994 I was let down by Commodore who prematurely cut short the life of Britain's most popular home computer and I am determined not to be disappointed again. In order for the Amiga to succeed you need to listen to the opinions of the end user, those like myself who have bought this excellent computer in the past and intend to stick with it, provided it continues to provide all the cornerstones of its past success: value for money, excellent applications, excellent games software and affordable modular upgradability.

The following contains some information about myself, my vision for the future of my Amiga and an idea of what I currently use it for:

I am:
Male ❑ Female ❑

My age is:

Under 8 ❑	8 ❑	9 ❑	10 ❑
11 ❑	12 ❑	13 ❑	14 ❑
15 ❑	16 ❑	17-19 ❑	20-23 ❑
24-29 ❑	30-34 ❑	35-44 ❑	45-54 ❑
55 or over ❑			

I would like to upgrade to:
A1200 ❑
A4000 ❑
CD32 ❑
RISC Amiga ❑
(You may tick more than one of these)

I think that new Amigas should be equipped with the following, even at the risk of a price increase:
CD-ROM Drive Y❑ N❑
Hard Drive Y❑ N❑

My level of technical competence on the Amiga is:
Expert ❑ Competent ❑
Complete beginner ❑
Beginning to get the hang of most things ❑

I use my Amiga for the following:
Games ❑
Desk Top Publishing ❑
Business presentations ❑
Multimedia ❑
Music (incl midi & sampling) ❑
Graphics and animation ❑
Word processing ❑
Education ❑
Programming ❑
Personal finance ❑
Business spreadsheets/accounts ❑
Comms/Internet etc ❑
Video/movie applications ❑

I Have been using an Amiga for:
1-3 months ❑
3-6 months ❑
6-12 months ❑
12-18 months ❑
18 months-2 years ❑
2-3 years ❑
3-4 years ❑
4-6 years ❑
Over 6 years ❑

Please use the following space to indicate what you think is best about the Amiga, why you intend to keep on using one, or why you will stop using one unless you get the machines, the software and the sort of service you desire:

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Thank you,

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REMEMBER, YOUR VOICE COUNTS!

From next month onwards we will have a member of Amiga Technologies GmbH on-line to answer your letters and questions every month. Please send your correspondence to Amiga Technologies Q&A, CU AMiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



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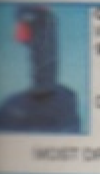
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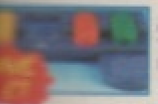
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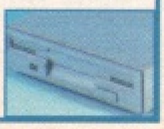
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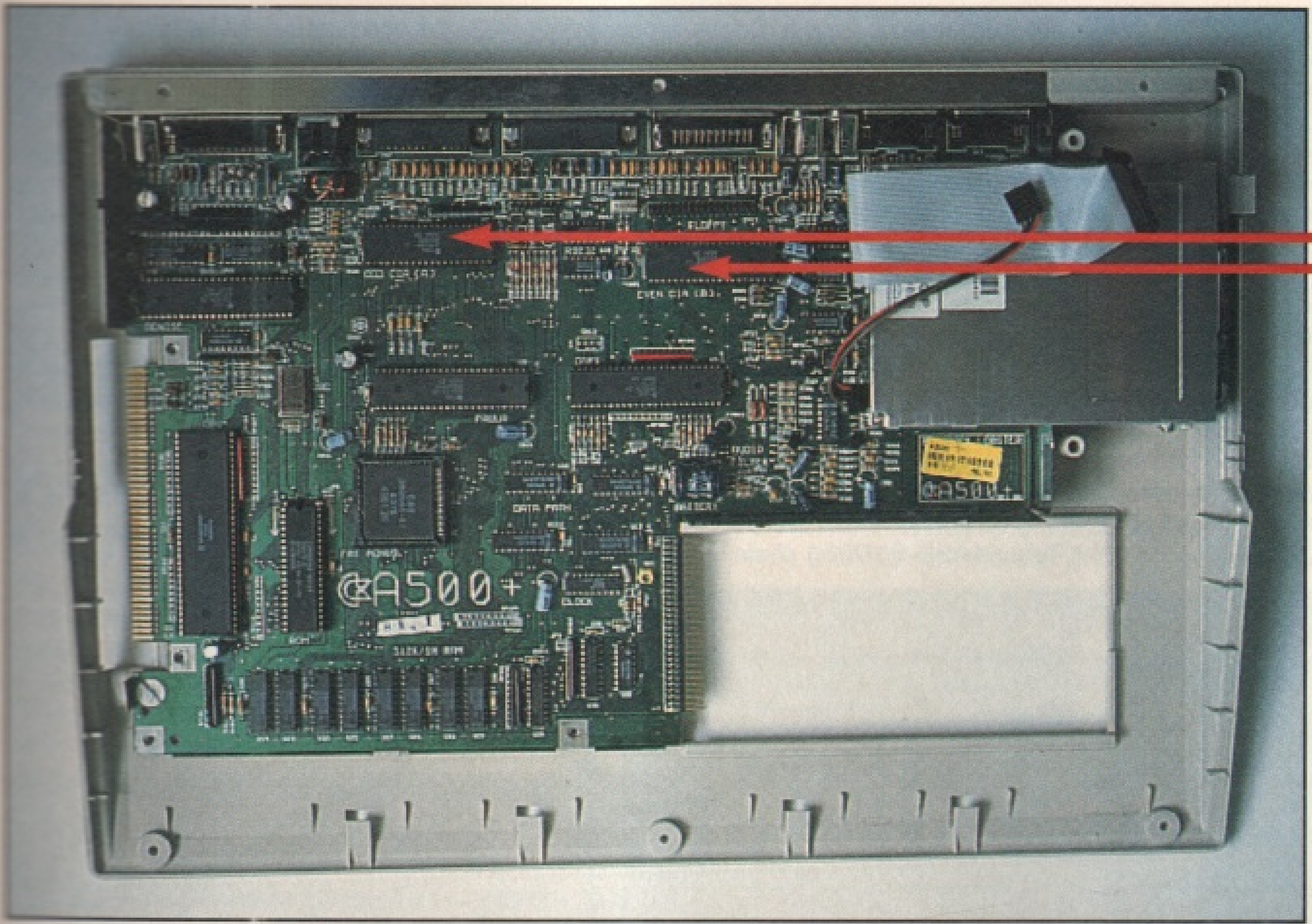
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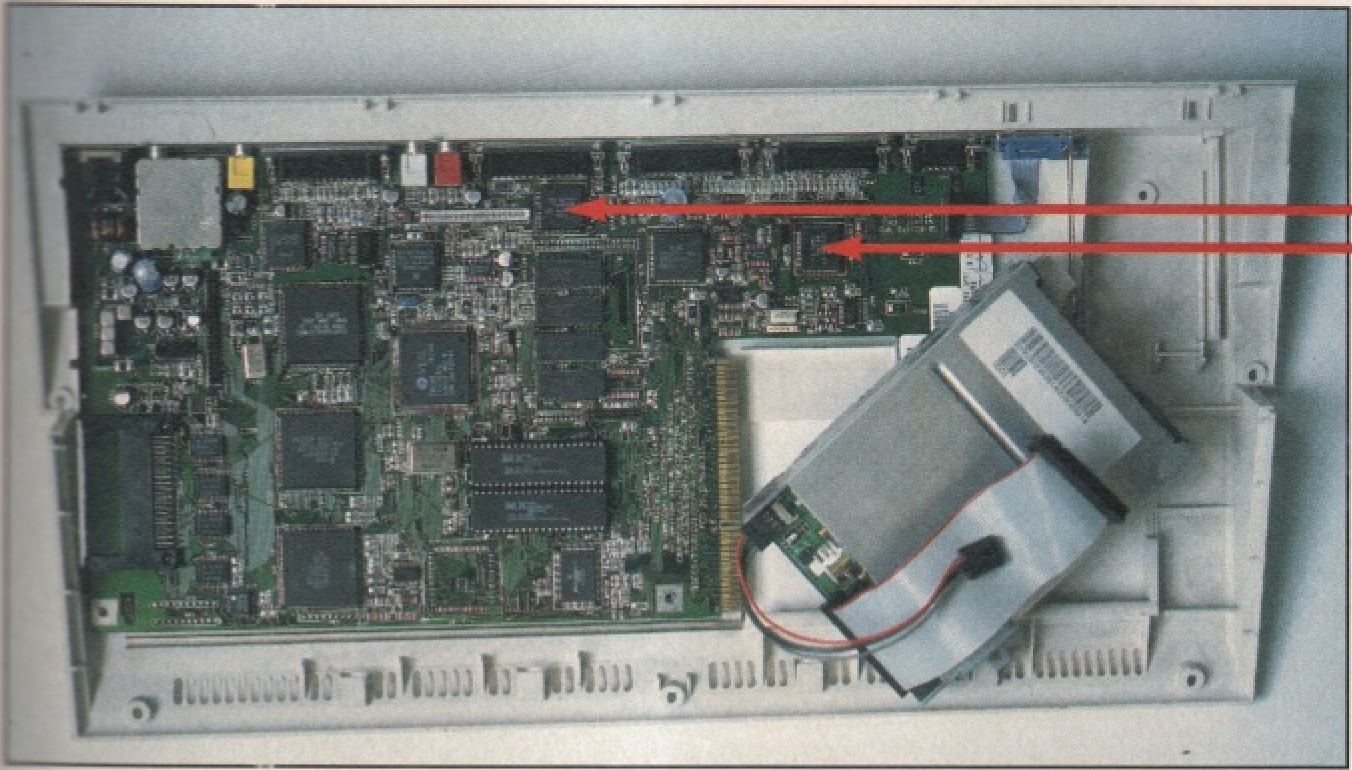
What do you do when a mystery complication cripples your Amiga? Sometimes it seems there's just nowhere to turn, but this month you're in luck! We've compiled a list of the most common, most awkward, and most infuriating Amiga problems, and blown them away! Never again need you be nagged by unnecessary requesters, messed up by memory loss or rattled by read errors. Welcome to the world of trouble free computing ...



We've all experienced those confusing error messages and system crashes at one point or another. The trouble is, if you don't know what's gone wrong, there's not much you can do to put it right. Over the next five pages we've compiled a massive collection of solutions and tips to get you out of the stickiest mess without any bother. Everything from disk corruption to memory problems to hardware failure is covered, with stacks more besides.

We begin our tour of Troubletown with a look at the popular Amigas 500 and 1200. Once you've got an idea of the workings of the machine, you'll find it easier to understand why your Amiga is misbehaving. Throwing the Amiga out of the window might be the most appealing option when you're at the end of your tether, but taking a minute to calm down and sort out your problem is always worth it in the end.





The Secret World of CIAs

CIAs or Complex Interface Adapters are generally the number one Amiga hardware fault. They are responsible for much of the Amiga's Input/Output handling including joystick/mouse and the parallel port. The most common cause of CIA failure is accidentally shorting out pins on any of these ports while the machine is powered up. This is usually done by plugging in printers, joysticks and the like while the machine is on. Not being particularly robust, the good news is that they are not a rare custom chip and are fairly inexpensive as far as Amiga spare parts go. If you have an A1200 (pictured below) then you're in for some bad news. Take a look at the indicated chips. On the A500 (pictured above) you can see they are large dual in-line socketed chips. On this machine you can buy the chips and replace them yourself (making sure they go in the right way around!) with a minimum of stress but on the A1200 things are worse. The A1200 uses the more modern and cheaper method of surface mounting the chips. That's not normally a problem for chips that aren't prone to failure but in this case it's a bit of an oversight by the old Commodore regime. Your machine will *have* to go to a repair shop that knows about surface mount technology.

Replacing chips

Hopefully in the normal course of using your Amiga, you shouldn't have to pull on your jungle boots and go delving into the inner most sanctums too often. However, there are a few occasions when this may be required. It's handy to have some background knowledge on the base level gizzards for such eventualities.

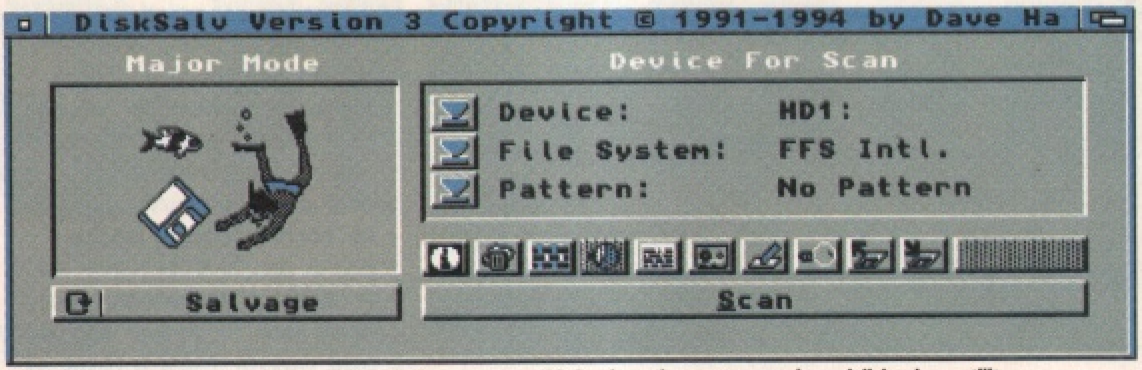
There are only two chips that you should ever have to replace in either the A500 or the A1200. One is the CIA (see above) and the other is the ROM(s). There is only one ROM in the A500 and two in the A1200. Removing the original chips is fairly easy even without a proper chip-pulling tool. Insert a flat bladed screwdriver between the gap between the socket and the chip. Lever it up a fraction but not the whole way. Then move to the other end and repeat. Gently work the chip out of the socket.

In both cases the chips are of the dual in-line variety. That means they can be inserted either way round. How do you tell which is the right way? On both the CIAs and the ROMs, there is a semicircular bit out of one end of the chip. Also on the motherboard these bites are marked on the board. You can see them to the left on the A1200's ROMs above. If they line up, no problem. Inserting new chips is a bit more involved. Again a specialist chip inserting tool is best and isn't very expensive, though there is a way to do it with your bare hands. The dual in-line legs will initially be too wide to fit in the sockets. Place one edge of the chip legs into the socket and insert slightly. Then push the chip towards the edge half inserted. This should bend the pins temporarily towards the chip and allow you to get the other row of legs into the other side of the socket. Be careful. Don't use too much force and make sure the legs are lined up before you depress fully to shove the chip home. However, if in doubt call in a trained repair company.

Help! My Disk Is Corrupt

Problem: The system complains that a disk is corrupt, or there are read/write errors, or files have been deleted by mistake and must be recovered.
Cause: There are many possible causes, such as the Amiga crashing whilst writing data to a disk, inferior quality disks or faulty disk drive mechanisms.
Solution: In these situations you need to use a disk salvage utility, the best known example of which is DiskSalv, programmed by the ex Commodore engineer Dave Haynie. Similar utilities are available from the public domain. These utilities can handle everything from recovery of accidentally deleted files to nursing corrupt disk structures back to health. Many can salvage files from hopelessly corrupt volumes.

Prevention is better than cure and the number one cause of invalidated disks is an over eager use of the three finger death grip. Resetting your Amiga before it has updated the disk structure (this will happen a couple of seconds after drive activity finishes) causes no end of problems. Minimise the risk by waiting a few seconds after the last drive access. DiskSalv can be obtained from Deltrax PD, 36 Bodelwyddan Ave,Old Colwyn, Clwyd LL29 9NP. Tel: 01492-515981 disk U437.



▲ Versions of DiskSalv prior to 3.0 are shareware. For many years this has been the most commonly used disk salvage utility.

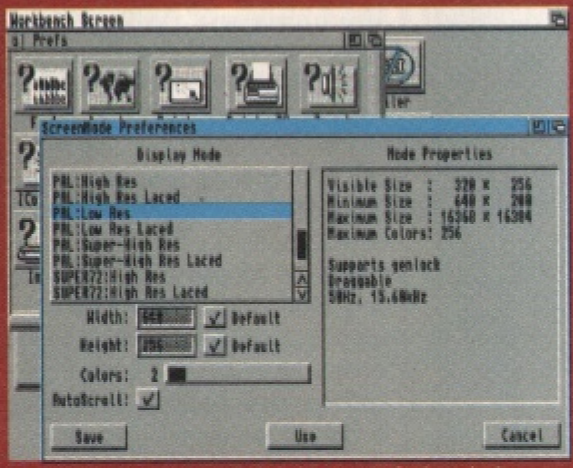
Zorro Sorrow

Problem: The Zorro III card in the A3000 or A4000 isn't working properly.
Cause: A Revision 11 Super Buster chip is needed for the expansion slots in these machines to work properly in Zorro III mode. Earlier Buster versions must be replaced.
Solution: A3000s have the Buster chip plugged into a socket on the board, but those in some A4000s are 'permanently' surface mounted. On A4000s it's the nearest large chip next to the SIMM sockets. On A3000s it's located to the right of the Zorro riser in the middle. It has Super Buster written on it and the number 390537-X, where X is the revision number. Seven, nine and 11 are possible numbers and indicate the revision. If you don't have a revision 11, it can be purchased from Ramiga International (tel: 01690 770304). If you're not confident about replacing it yourself or your Buster surface mounted, call Fast Computer Repairs on 0171 252 3553 to get it replaced. They do not have the chips in stock, so you will need to buy the chip yourself from Ramiga International.

Too Many Add-Ons

Problem: The Amiga will not work at a;; when a number of peripherals are attached

Top Ten Ways to Reclaim Memory



▲ Lowering the screen resolution and amount of colours in the Workbench ScreenMode preferences will save valuable memory. It will also mean the display updates more quickly.

1. Close windows

Small amounts of RAM can be won back by closing windows on the Workbench and any other screens.

2. Close Workbench

Larger amounts of RAM can be gained by closing the Workbench screen completely. Most software will let you re-open the Workbench later on.

3. Disable extra drives

Hold down both mouse buttons and reset the Amiga to access the boot options.

Any or all drives can now be disabled. Each disabled drive will free up more memory. Users of Kickstart 1.3 Amigas must physically disconnect extra disk drives.

4. Reduce the number of colours

Working screens, pictures and animations with few colours use less memory than those with many colours. Workbench colours can be reduced with the Screenmode options of the Prefs section. Other programs have similar options.

5. Switch to a lower screen resolution

Fewer pixels use less memory, so switch to 'low res non lace' for the maximum saving. NTSC mode can be used instead of PAL for extra savings. Overscan mode (extra height and width) should also be turned off.

6. Close other programs

The Amiga can run a number of programs at the same time, some of which may be run automatically during startup. If you forget to close an unused program and open another, the original one will still use some memory, so close it down with the Quit option (hiding the screen will not close the program).

7. Bypass the startup-sequence

Hold down the CTRL and D keys immediately after reseting the Amiga. This will halt the Workbench startup-sequence. Users of *Kickstart 2* and above can use the boot options (hold down both mouse buttons during reset) and select Boot With No Startup-Sequence. Now type the following, pressing Return after each line:

```
loadwb
endcli
```

You may have to type in the 'assigns' yourself in order to run the required program. See the panel on Assigns for further details.

8. Detach extra peripherals

Disk drives and other peripherals use small portions of memory in order to speed them up. Unplug any peripherals that you are not using, but only do this when the power is turned off.

9. Use virtual memory

Some programs have a 'virtual memory' option. This uses disk space to temporarily store data that would otherwise occupy RAM. A dedicated virtual memory system called VMem is available from PD houses. VMem requires a Memory Management Unit (MMU) which is built into 68030 and 68040 processors.

10. Assign the T and ENV drawers to the hard drive instead of the RAM: disk

This requires some alteration of the startup-sequence, and some knowledge of how the Assign command works. See the panel on Assign for more info.

(RAM board, hard drive, genlock etc).

Cause: It's likely that the power supply can't deliver enough current to drive all of the units.

Solution: A larger power supply is needed. The old A500 supply is actually a higher specification unit than the modern A1200 units. A second hand A500 supply is a cheap option that may suffice.

If a serious increase in power is needed then Datel's Goliath 200W power supply will solve the problem. It retails at £44.95 plus £2 P&P. You can phone Datel on 01782-744707.

AGA Game Compatibility

Problem: An old game works fine from floppy but not after being installed on an A1200 hard drive.

Cause: The game is not AGA compatible. AGA Amigas act as if they are ECS machines until the Setpatch program is run. This is contained in the hard drive startup sequence, and so it's not run if the game is booted from floppy disk.

Solution: Temporarily disable the AGA chipset. Hold down both mouse buttons when you reset, and select Display Options followed by Original, Use and Boot.

Jumbled Keys

Problem: The keys on the keyboard don't match up with the letter and symbols that appear on screen.

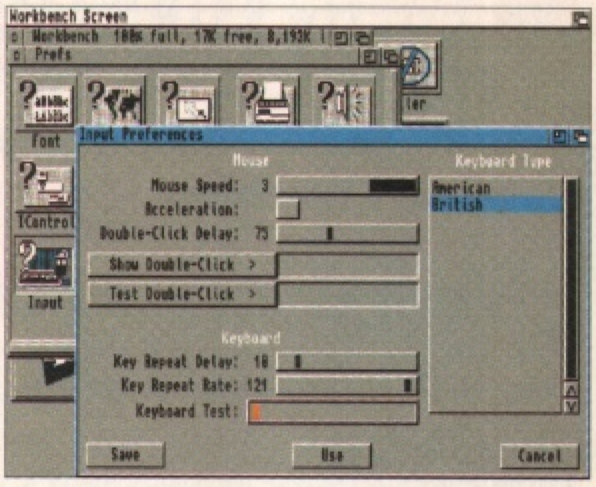
Cause: The keymap being used is different from the keyboard type.

Solution: Try the preferences program called Input on your Workbench disk. Change the country type to British or whatever is the relevant option.

If you can't find the right one then look on your original 'Extras' disk for the correct keymap for your keyboard.

If you still can't find one, then a call to a PD house is in order. They are installed in Devs:keymaps. Alternatively, 1.3 users can use the Setmap command in the startup-sequence. For a British keymap, enter the line:

```
setmap gb
```



▲ If you have a British keyboard but the American keymap selected, some keys won't match typed output. The solution is setting the correct keymap via the Workbench Input Preferences.

Please insert volume X in any drive

Problem: A requester appears saying "Insert Volume X".

Cause: Application programs need to load in extra files for certain functions, and they need to know where to find these files. Applications are directed to specific file directories by a system of 'assigns'. This is most relevant when dealing with software installed on a hard drive. If an application is not directed to its accompanying files, it will ask for the user to insert a disk (or volume) on which it expects to find the files.

However, on floppy-based systems, this is a common request and merely means that it needs you to swop disks in order load certain files.

Solution: The 'volume' that is being requested must be assigned to a place on the hard drive. For example, a program called *HappyCalc1.4* would most likely look for certain files in a place called *HappyCalc*. If it wasn't assigned properly, it would ask for volume *HappyCalc* to be inserted. In this case, it would need to be told where the *HappyCalc* directory is on the hard drive. Assuming the hard drive was called HD1: and *HappyCalc1.4* was installed in a sub-directory called Applications, this would be solved with a line in one of the startup-sequence scripts that would read:

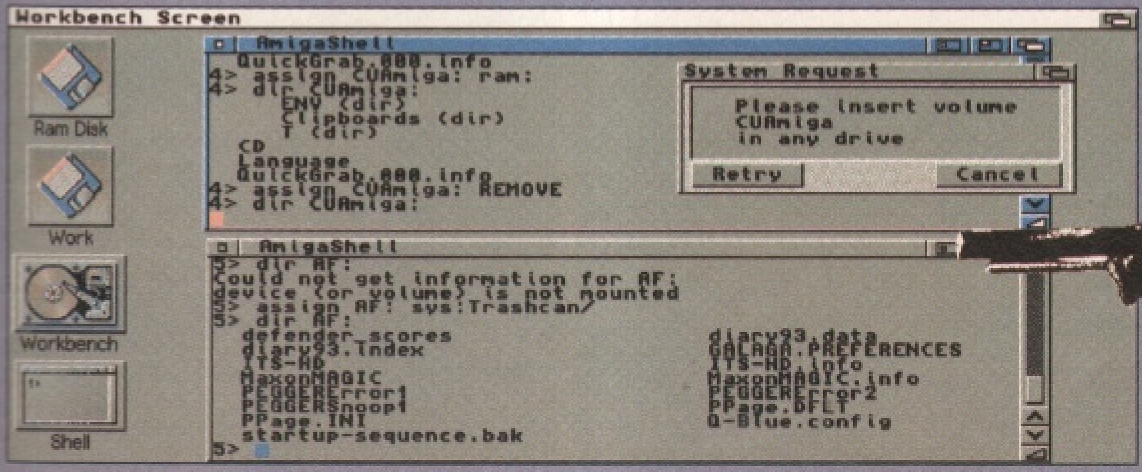
```
Assign HappyCalc: HD1: Applications/HappyCalc
```

Note that the assignment refers to the HappyCalc directory, not the HappyCalc1.4 program file. Alterations to the startup-sequence or user-startup scripts only become active once the machine has re-booted. For instant effect, commands need to be typed into the Shell/CLI in addition.

Assigns can also point to several directories. This is achieved by following the Assign command with the word 'ADD'. For example, the line

```
Assign ADD Libs: HappyCalc:Libs
```

will allow the libraries in this directory be opened by the system. Alternatively you could just copy the contents of this directory into the Libs: directory and not bother with the Assign at all.



▲ Shown in the top shell; removing an assign and attempting to get a directory of that assign prompts a system request. In the bottom shell; a call to an assign that didn't exist meant the requester had to be cancelled – hence the error. A quick assign solves that problem.

Not Executable

Problem: Files downloaded from bulletin boards and from PD disks will not run. They have letters such as LHA, DMS and ZIP on the end of their filenames.

Cause: The files are software archives. They usually contain a multitude of files that make up a complete software package in the one file.

Solution: The same utility that made the files is needed to 'extract' them. LHA files need Stefan Boberg's LhA; DMS files need the DiskMasher utility; ZIP files need UnZIP; LZX files need the new LZX archiver. All of these are available from PD houses and BBSs if you have a modem.

In the case of PD houses, they usually do a disk full of all the common archivers. A good collection is disks U695-U697 (3) from



Ground Zero Software, 4 Chandos Road, Redland, Bristol BS6 6PE. Tel: 0117-9741462. Price: £1.00 each plus 75p P&P.

Parnet Troubles

Problem: The mouse and joystick don't work properly after using Parnet.
Cause: Parnet is rather notorious for destroying the Amiga's 8520 Complex Interface Adapter chips (CIAs). This is not always the problem but is very likely where Parnet is in use.
Solution: Parnet isn't the only way to blow up CIAs up. Shorting the parallel port pins accidentally is another way. The CIAs are the number one failure component in Amigas. The net result is that a CIA will need replacing. If you have an A500, A1500, A2000 or A3000 then your CIAs are socketed and can simply be replaced. This is quite easy to do yourself though getting a more technically minded person to do it for you would be helpful. The CIAs can be bought for £10.99 from First Computer Centre at Tel: 0113 231 9444.

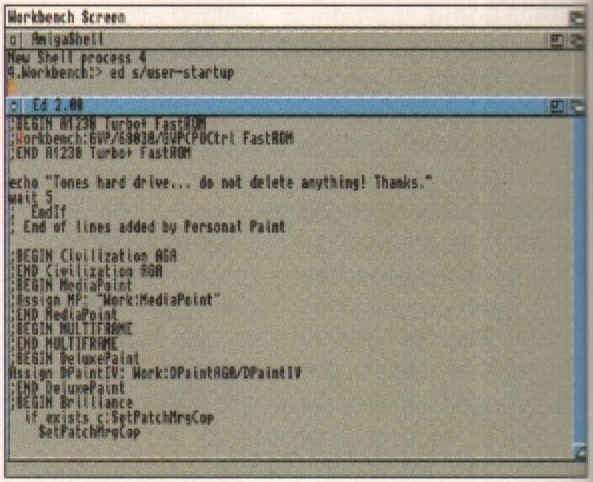
The bad news is that if you own an A600, A1200 or A4000 then you will have to pay the price for Commodore's cost cutting. These models have surface mounted CIAs and must be replaced by a repair company which is going to cost many times what it would cost if you could change them yourself. One such company is Fast Computer Repairs on 0171-2523553.

Startup Troubles

Problem: Don't know how to modify the startup-sequence.
Solution: The Startup-Sequence is script. A script is a list of programs that the Amiga should run sequentially. This script in particular is run when your machine is first booted.

The startup-sequence itself should not be modified. There is another startup-sequence designed to be modified called the user-startup script. To make changes to this script, you need to use a text editor. One is supplied with Workbench as standard with your machine and it goes under the name of 'Ed' (have these guys no imagination?). In order to use Ed, you'll need to be in the Shell/CLI and type something like:

```
Ed S:User-Startup
```



▲ Show here is 'Ed', the standard Workbench text editor, with a User-Startup script loaded into it. The script is run on system power-up. This is where software installers will often add Assign commands too.

If the script doesn't exist, a blank one will be created. If it does, you will see it appear in a new Ed window. Some simple but very useful changes you can make regard the Assign command. See the panel on 'Please insert volume x' for details. Most software installers will make changes to this script for this purpose and you should see their signatures in this script if you have run any in the past. A good book on AmigaDOS coupled with some experimentation will go a long way to turning you into an Amiga expert in this regard. At a minimum, it can't hurt to have a look now, can it? ■

Tony Horgan and Mat Bettinson

Could not open x.library

Problem: Programs complain that they can't find or open files or just exit during loading with no explanation.
Cause: Many programs including games, require other support files to work properly. They may need libraries, fonts or other executable programs. If they can't find these files, the results depend on how well the program is written. Some will report exactly what they can't find and the version they require, while others will exit without saying a word. Even worse, some may even crash.
Solution: If the program has told us exactly what it requires then it's simply a matter of putting the requested file into a place where the Amiga and the program can find it. Fonts should be in the Fonts: assign (see previous assigns explanation), libraries in Libs: and devices in Devs: etc.

For example, if you had booted your machine from Workbench or a hard drive, and then tried to run a floppy disk version of HappyCalc, you may get the message "Can't find HappyCalc.library". This is because the Amiga is looking to the libs section of the boot disk (Workbench or the hard drive in this case). The file is on the HappyCalc disk in a directory called libs, and would need to be copied into the libs directory of the boot disk with the following command:

```
Copy df0:Libs/Happy.library Libs:
```

That's fine if you're told which file the program can't find. Otherwise, you'll need to get hold of a shareware utility called SnoopDOS. This can give you a list of all the system function calls made by a program, and whether the calls were successful or not. If a program is refusing to function then it's very likely that SnoopDOS will be able to track down the problem. It can also be an education in what goes on behind the scenes with your Amiga. SnoopDOS is available from KT's PD, 75 The Drive, Rochford, Essex, SS4 1QQ Tel: 01702-542434. Disk U492. Price .90p + .75p P&P.



▲ One of the most useful diagnostic utilities available is the excellent SnoopDos affectionately known as 'snoopy'. SnoopDos shows what the Amiga DOS and OS are being requested to perform. In this case ShapeShifter couldn't find the Icon ToolTypes indicated by 'Fail'.

Ten Do's and Don'ts

Do ...

1. Make back-ups of all your important software and data.
2. Wait for disk activity to finish before ejecting a disk, reseting or turning off the Amiga.
3. Take care of your floppy disks and keep them in a covered box when not in use.
4. Use a virus checker regularly, or better still, put one in your WBStartup folder on your hard drive.
5. Turn your amplifier or speaker system off before you turn your Amiga on or off to avoid a damaging 'spike'.

Don't...

1. Put drinks near to your Amiga. A spill can be very costly.
2. Attempt hardware repairs with the power switched on.
3. Remove peripherals when the power is turned on (this includes mice, printers, monitors, samplers and anything else you might have connected).
4. Put unshielded speakers close to your TV or monitor.
5. Worry, it'll be all be all right in the end.

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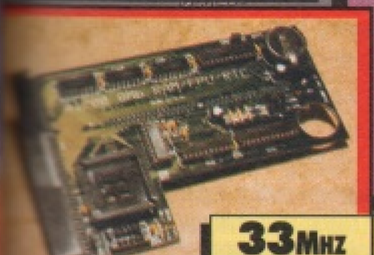
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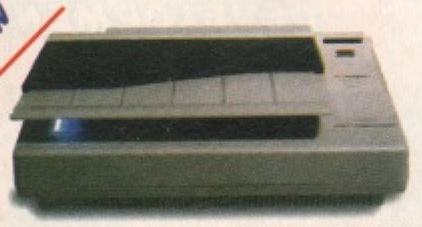
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How Do They Do That?

CD-ROMs



▲ Read about life in prehistoric times with Insight Dinosaurs. This CD and Insight Technology was complied with Interplay.

Just how do you make a CD-ROM disc and what does the future hold for this popular medium?

CD-ROM technology has exploded onto the Amiga scene. Cheap CD-ROM drives from Power Computing and Overdrive have lead to an unquenchable demand for CD software and it's increasing by the day. But how do you get over 600Mbs of data onto a 'read only' disc? All will be revealed.

How it works

As far as your Amiga or CD32 is concerned, a CD-ROM drive is just like any other device, such as a floppy or hard drive. The only difference is that unlike a floppy or hard disk, the computer can't write data onto the compact disc. Just like floppies, CD-ROM discs can be created in AmigaDOS, MS-DOS (PC) or Apple Mac format. AGA Amigas can read MS-DOS format floppies and CDs as standard, and older Amigas can do the same with the help of software such as CrossDOS.

Data for a CD-ROM is compiled on a writeable medium, typically a hard drive. In the case of a public domain 'shovelware' compilation, a set of directories and sub-directories are arranged on a hard drive, which contain all of the data and the files needed for the CD to operate properly. A gold master CD is pressed from this, which in turn is used to mass produce thousands of silver CD-ROMs. However, compiling something like an interactive encyclopedia is rather more tricky. In this case it's best to use an authoring system, such as Optonica's Interplay.

Authoring

The Amiga has a good selection of professional multimedia authoring systems, such as *Scala, MediaPoint, HyperBook* and Interplay.

Interplay is the only one of these that's specifically designed for Amiga and CD32 CD-ROM development, and includes many features to avoid the common pitfalls of CD-ROM production.

Titles such as *Insight Dinosaurs* and *Insight Technology* were created with *Interplay*, and although they've both been around for a few years now, the foolproof interface is still unmatched by some of today's CD-ROM releases.

The initial high pricing of Interplay (£995) meant that it was out of reach of all but committed professionals, but it's about to spawn a couple of new, improved systems at far lower prices. MultiMedia Experience, or MME for short, is actually billed as being more powerful than Interplay, but is to go on sale for £39.95, which is quite a reduction from Interplay's original price tag! However, some of the CD-specific features will not be present, and the slant will be towards lower-end multimedia presentations. On the other hand, its big brother MME Pro will include features for CD-ROM construction, as well as extra facilities for point of sale and interactive TV systems.

MME and MME Pro are due for release within the next month or so. For more information on these systems, call Optonica on 01455 558282. ■

Steve Oakwood

The Future

Even though CD-ROM has only really taken off as a mass market media in the last couple of years, it's been around almost as long as audio CD. What guarantees do we have that it won't become obsolete within another couple of years?

Currently most CD drives for the Amiga are double or quad speed, which means they can respectively transfer approximately 400k or 600k of data every second. The names double and quad refer to the improvement over the first CD mechanisms, which are termed single speed.

In the very near future, within a month or so, the next generation of CD drive technology will appear: six speed drives. In fact manufacturers Plextor, NEC and MediaVision have already announced such models and are now shipping them to dealers. These all use a SCSI interface and should work on an Amiga with a suitable SCSI interface (such as the Squirrel). We've tested the Plextor drive and it works wonderfully – we'll bring you more results next month. These six speed drives have transfer rates of over 900k per second with access times of about 150 milliseconds. Compare this with the 600k per second and 200 millisecond access time of top of the range quad speeds! Even better, their prices look like being only slightly higher than those of current quad speed models. The NEC drive for instance will be available from Silica (tel: 0181 309 1111) for just £299. However it doesn't stop there. Teac (tel: 0923 819 630) has recently announced that it is already working on an eight speed model, and is planning a 16 speed drive for 1997!

However, before you rush off and open a new bank account to start saving think carefully about what you want from a CD drive. Faster CDs will mean faster program and data loading time but you won't get any better video or audio playback speed, and the same is true of games that spool animations directly from the CD. This is because these types of data are loaded at a predetermined speed (set by the authors) and not at the fastest speed the drive allows.

If you do a lot of program loading or copying from CDs (a PD library perhaps) then these faster drives are definitely worth it, but if you're into VideoCD or music playback you're just as well off with your double and quad speed models.

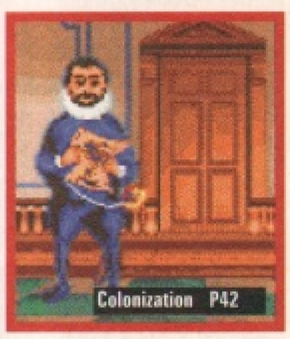


ScreenScene



Last month I have to admit I was surprised about the amount of games we had in for review and preview. It just didn't seem like the summer. But here we are again and the sun has definitely been turning our little Amiga games pond into the seasonal desert. Although prospects remain good for the rest of the year, it's all happening in the Autumn, so hopefully September's issue should see a bit of a pick-up.

But if the software lacks quantity it certainly does not lack quality: Colonization and Sensible Golf are the stars of the show as far as I'm concerned, and there are some top budget games too.



Colonization P42

You may have noticed on the front cover that we are now incorporating The One. If you haven't then you should have noticed Matt Broughton, their ex-deputy editor's news column. As you read on you'll find that, courtesy of this little arrangement, we've re-introduced a small tips section, back due to popular demand. If you want it to stick around this time you'd better start writing in to Mat with problems and solutions, hints and tips. If you really like it we can increase the size of the section, so get writing now!

Alan Dykes, Editor



Flashback P59



SYndicate P59

PREVIEW

REVIEWS



Cannon Fodder P58

BUDGET GAMES & COMPILATIONS

PLAYERS GUIDES

Primal Rage

PART 3

For those who haven't actually seen Primal Rage in the arcades it's about time we gave you an idea of what the game is all about ...



▲ The original gigantic palette, 900 frames per character, all singing and dancing arcade game. And below ...



▲ The Amiga version. A bit more pixelisation, 250 frames per character, eight colours and shading. I don't believe it!

It's ironic that *Primal Rage* was originally developed by a Hollywood SFX team. Why? You see, the story behind *Primal Rage* is that a massive earthquake comes along and shakes the world to its foundations. In the process of doing so it releases seven prehistoric monsters with gigantic, millions of years old hangovers. Not your average dinosaurs mind, these ones allegedly have a high IQ, were originally gods and have black belts in reptilian and ape martial arts.

The irony lies in the fact that an earthquake did actually shake Hollywood at about same time *Primal Rage* was being finished. I bet they weren't so clever then, those special effects gurus.

Arcade game

If you've played the arcade game you'll see just how well this special effects team has done, so well in fact that we spent the last two month's work in progresses telling you how Probe intended to fit a 32Mb arcade giant onto three double density disks. This was achieved by cutting down on the amount of frames per animation, colours etc, but without losing the essential look and playability of the game.

For those who haven't seen it in the arcades the screenshots we've shown you were initially from the Mega Drive version, from which the Amiga version is being sourced (the chip and basic code being the same for both machines) and then, last month, from the Amiga version itself.

The game will have one and two player modes and the object is to collect as many human followers as possible. In single player mode humans can be eaten to give power bonuses if you're having a hard time.

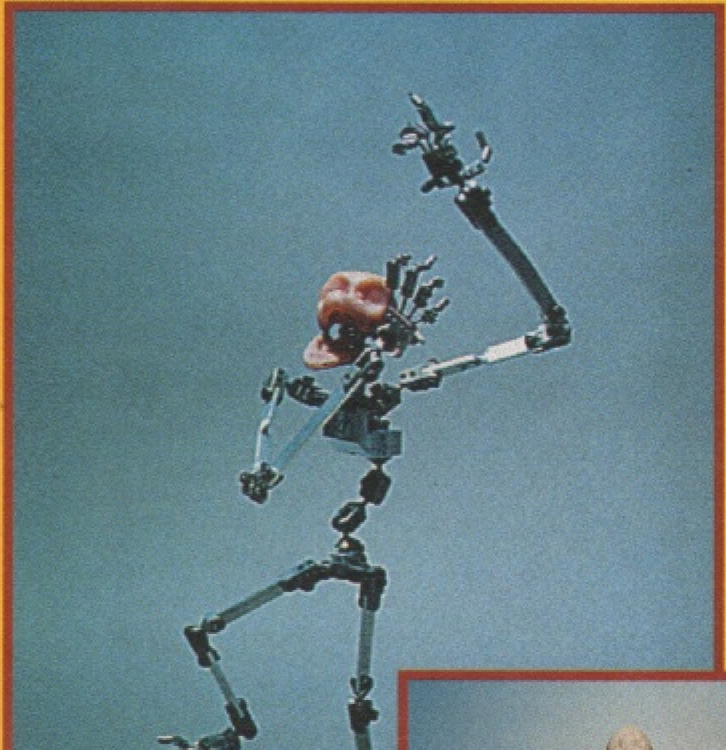
In single player mode you must get through the seven creatures to get into a bonus round and finally the final. The fights take place over a variety of backgrounds which represent the territory you are conquering.

The playing area is twice the size of the screen and scrolls left to right to reveal other parts.

In two player mode the humans are represented by

Wire frame wonders

What you'll see on your Amiga screens next month was originally animated and created using hinged joint models to create stop-motion frames which made up the action. This is an example of one of those used. Full scale model mock ups were based on these skeleton structures.



▲ A hinged model of a prehistoric ape, used to film stop motion for each frame.

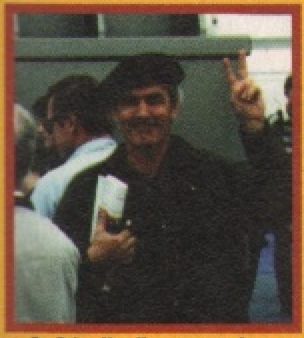


Chaos takes form. ▶



▲ The Primal Rage team of Hollywood special effects experts poorly imitating their creations. Working near the San Andreas fault must have added some realism to their effort.

Our Zoologist says ...



▲ Dr. Brian Van Hogg, yesterday: "extremely unlikely".

In an attempt to find out if this sort of lark could really happen we asked an 'expert' for his opinion. Dr. Brian Van Hogg is professor of Zoology at the City Pride in London:

"It's extremely unlikely that seven large creatures would be released from a form of cryogenic storage in the earth's crust by an earthquake. For a start we would have already found them with satellite scanning, I mean they're hardly small are they? Scientists have recovered cells which are millions of years old from a mosquito that was trapped and preserved in tree sap, and a prehistoric man has been found in a glacier in Russia, but I really don't think that a 12 foot high blue ape would come back to life, even if he is a god.

Anyway, what do you think would happen to something's brain if it were frozen in time for a couple of million years? It would hardly come back from an premature grave fighting fit and ready to rip the guts out of an old adversary. No, it would be a vegetable. I think that whoever invented *Primal Rage* needs to take a rest. God knows what their twisted imaginations will come up with next."



▲ Vertigo and Blizzard against a volcanic background.

'globes', and whoever amasses the most globes becomes the overall winner.

Finish it!

At the end of each round, when one or the other creature's power bar has been depleted they become temporarily stunned and the ubiquitous special 'finishing move' comes into play. Here you will be awarded more points for better combination hits.

Primal Rage is beginning to shape up very well on the Amiga, and should certainly compete with the speed of other conversions on A1200s, though it will also be playable on the A500/600. It is due for release in September and we should have a review of it next month. Will these dinosaurs beat the pants off *MK*'s mutants? We'll have to wait and see. ■

Alan Dykes

Ladies and gentlemen ... those wacky, prehistoric Primal Ragers:

In the coin op all seven characters' moves are activated by a joystick and four buttons. According to a chap called Paul Bufton who's everybody's mate here at EMAP, in *Primal Rage*, unlike *Streetfighter 2* and the *MK* games, you use the button combos before you swivel the joystick to initiate the special moves. This would explain why I was so useless at the coin-op. The Amiga version will use multiple button presses and joystick moves, and will also recognise two button joysticks.

Blizzard The ape with the long arms. Unusually for the ape world he is blue, but is so large I don't think anyone would argue the point with him. His special moves include the Ice Geyser, Cold Breath, a Mega Punch and a Punch Bag.

Talon An orange and black dinosaur, small, but capable of fast manoeuvres and equipped with vicious ripping claws and a feathered head. His moves include a Jugular Bite, a Face Ripper and the Brain Basher, so he doesn't get too much abuse about the feathers.

Chaos Better known in this office as the curry and lager monster. His moves include the Fart Of Fury, the Power Puke, the Flying Butt Slam (it's all true!) and the Ground Shaker. Another ape-creature but smaller and faster than Blizzard.

Sauron This yellow T-Rex is anything but a coward. Apparently he's a music fan too with a special move called the Primal Scream. Other moves include the Earthquake stomp, The Cranium Crusher and the Leaping Bone Bash.

Armadon Looks like one of those tricetop ... tricedo ... tricep ... er, whatever – you know the long ones with the disk-like spikes all the way along its back and tail: Except he stands up straight and engages in Hornication, Flying Spikes and Gut Gouging tactics.

Vertigo Snakes were not meant to be this far off the ground, hence the name. Vertigo is a reptilian 'cobrasaur' with special moves including the Venom Spit, Scorpion Sting and Voodoo Spell, using his snake-like fangs and scorpion tail.

Diablo A small Dinosaur, but fast as lightning and with some pretty hot moves, including the Blow Torch, the Inferno Flash and the the Hot Foot.

Five of the Primal Rage combatants ▼



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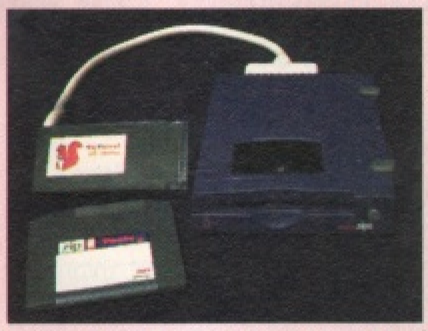
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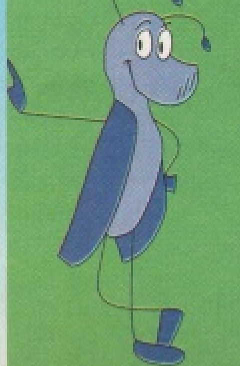
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Colonization

■ Price: £TBA ■ Publisher: Microprose ✆ 01454 326532

AMIGA SUPERSTAR

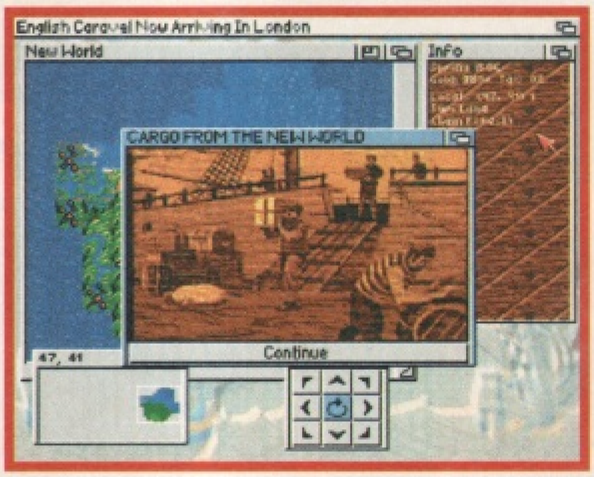
No potatoes! What do you mean 'No potatoes'? The Irish will starve. That does it. I'm off to discover the New World and bring back a pound of Maris Pipers!

Go and make a world", they said. "Do it by Wednesday night," they said. "And bring us back some chips." *Colonization* is a fairly simply idea in theory but, thankfully, much more involved once you get going. Set sail in your little ship, bump into a bit of land that rightfully belongs to someone else, and then claim it as your own. Ah, the American way …

Of course, you're not the only one looking to adopt these new worlds, so don't be surprised to find the Spanish living in your new back garden. And of course there's only one option available in such a situation, and that's to beat them up. To start with they'll leave you alone, being content to just threaten you, so back off, build up your military forces, and then steam in for a good kicking. Hurrah!

Like *Civilization*, *Colonization* is viewed using a top-down icon graphics system. This game, however, is more to do with the discovery and development of the American continents during the period 1500-1800. This means that you can choose to either take part in the discovery of the New Worlds, or select to play over a random world – facing a totally different challenge every game.

The aims set in *Colonization* are a lot more focused than in *Civilization* , simply because you're concentrating on just one world (as opposed to Alpha Centuri!) Of course, to succeed at this you'll need not only some impressive resource management skills, but good military judgment and a strong colonial presence to back it up. You have to remember that the ultimate goal here is to clarify your independence by attacking your original home land, and the English forces don't exactly consist of a small donkey and a bag of peanuts. If you know what I mean. The hardest section of the game is probably at the beginning, where the task ahead appears a bit daunting. Fortunately, once you've got the hang of the system of supply and demand, along with having found occupations for all of your colonists, things settle down, and even take care of themselves (to a degree) leaving you to explore your lands and meet lots of new friends or foe.



▲ Once your production is up to speed, why not make some extra dosh selling stuff back to Europe. Just watch out for the tax man!

Colin...

Initially you need to use your limited supply of colonists to produce the most important products and items, so get to the town screen and make sure that you have farmers and fishermen to supply the growing settlement, while lumberjacks and carpenters supply and build facilities, respectively. Once you've got that in hand you can start splitting extra settlers off to start up the luxury trades (ie rum!)

When you come to positioning towns and settlements, it's important to make sure that you build around natural resources. Forests for lumber, natural crop growth and mineral deposits will all help to get your colonies growing a lot quicker, not to-mention providing them with the necessary raw materials to produce trading goods. There are a number of less obvious resources to be exploited, such as gold, horses, cotton and tobacco.

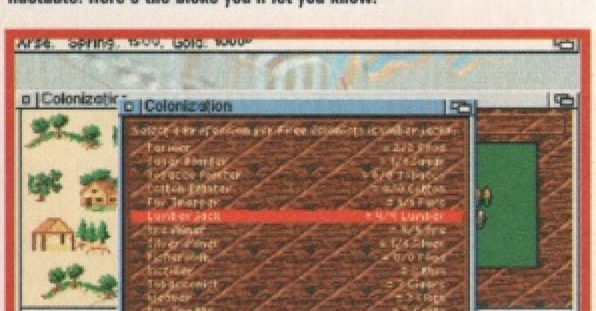
Just keeping the colonies going might seem enough to keep you busy, but you then have to think about competing with the other three computer-controlled nations who are busily trying to do much the same as you. And there are also a fair old number of tribes who might take offence if you have a quick wee up against one of their sacred temples.

When it comes to combat, it all gets very strategy game-like in as much as you really have to study the statistics and work out what your chances of success are. As well as measuring how many units you have against how many your opponent has, you also have to account for bonus percentages awarded due to circumstance. For instance, if you attacked the entire Tupi nation with a veteran soldier unit, you'd receive a fifty percent plus bonus. However, if you were attacking them over rough ground, they'd receive a seventy five percent bonus due to their knowledge of the terrain.

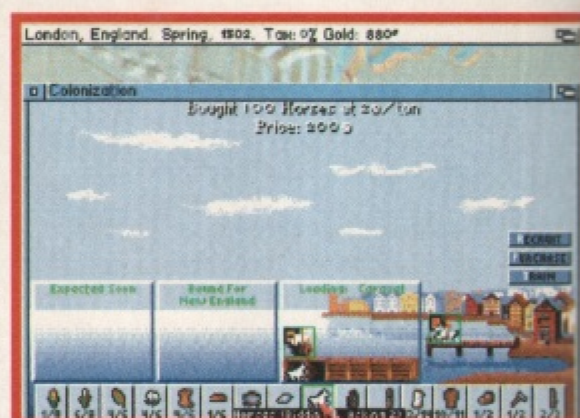
Your best strategy is to be as friendly as possible with everyone, until you've had the chance to train



▲ As time goes by, the various items' prices will fluctuate. Here's the bloke you'll let you know.



▲ Pick a career, any career. What'll it be – pig farmer or lumberjack? Hmm, what a choice!



▲ Though the plan is to become independent, to start with you'll have to swallow your pride and pop back to blighty every now and then.



▲ "Hi. I'm founding father, Henry Hudson, and I go like a privy door when the plague's in town."



▲ Hi. My name's Matt. You're a pretty little thing. Oh, you're a bloke. Right you are. Sorry about that. (Doh!)

up your folks to the point at which you know you can handle any trouble. Running away is the best form of defence. Probably.

I say...

In the same way that you progressed in *Civilization* , as your towns grow in *Colonization* it's worth making sure that you have decent defences against any would-be attackers. Once you feel relatively safe from the outside world, you can start to invest in new buildings and bigger factories. These will allow you to speed up the production of commodities such as tobacco, fur coats, and cotton, giving way to wagon tracks to villages to facilitate better trading conditions. If things get groovy, you can even invest in new ships to enable bulk trading over a greater distance with increased speed.

You need to keep track of the varying prices of commodities throughout Europe, as it's very important to set up good trading relations early in on in the game. As with any colony management game the first things to concentrate on are lumber and food, but once you've got a decent surplus, you can start to sell the stuff off for extra wonga. You can be as organised as you want, and once you've made friends with a particularly heavy-smoking tribe, you can even build simple road systems between towns to allow for easier and faster trade route transport.

...Shun

The game is shown in a fairly crude graphical style, although key moments in the game (such as major discoveries or meetings with new and important natives) are illustrated with sepia-toned stills. This weak presentation isn't really too big a problem, though and once you've played the game for more than fifteen minutes, chances are you'll probably be more worried about how your little colonists are coping with crop rotation than their sprite scale. The Amiga's window system is utilised extremely well, and the sound is superb; featuring tons of perky tunes and authentic tracks. The loading time is also acceptably short, and it's certainly not something that's a big enough problem to make me warn you away from the product.

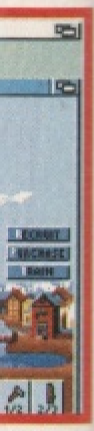
As the years roll by, you are offered the chance to invite certain key figures, or Founding Fathers as they're known, to join your colony. Depending on these Fathers' specialities, their presence will affect the way in which your world runs. Enlist the help of a great farmer and you can expect your crops to multiply like bonkers, while great explorers will increase the output of your fur trappers by 100 percent. Gosh.

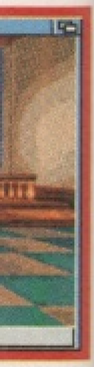
Colonization is a relatively original slant on the god sim genre and well worth purchasing, in my opinion. ■

Matt Broughton



▲ Apart from being damn attractive, the game system also has an on-going tutorial mode. And very nice it is too.





Out in a world of your own ...

The Amiga windows system works like a dream throughout *Colonization*. In fact, it works so well that I'd like to take you on a little tour around one of the most important screens in the entire game. Pay attention now!



This box shows the population of your colony, their professions, and how much food you have in stock. It also gives a percentage to show how rebellious they're feeling.

Any ships that come into port can adjust their inventory using this box.

This panel shows all of the possible commodities, along with how many of them you currently have in store.

This box shows a number of things, including the goods you're currently producing, the military units protecting the town, and any new buildings being, er ... built.

1) Trees: you'll wanna' be cutting these down if you fancy building anything during the game.
2) Fur Trader: if you want fur coats (which are jolly handy for trading) you'll need one of these fellas. You can even extend the premises into a factory for major production fun.
3) Tobacconist: yep, fags a-plenty in this house. If you like cancer, you'll love these.
4) Weaver: if you have a decent supply of cotton, this location will magically transform it into cloth and textiles.
5) Blacksmith: this can actually be expanded into an entire iron works, but even at its smallest size will be able to produce valuable tools for your happy folks.
6) The Carpenters: why do birds suddenly appear, every time, you are near? Just like me, they long to be, close to you. Ahh, ah, ah — close to you.
7) Town Hall: turn colonists into statesmen and you'll be awarded a Liberty Bell. The more bells you have, the quicker you'll attain independence.

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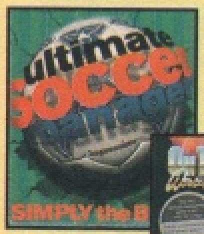
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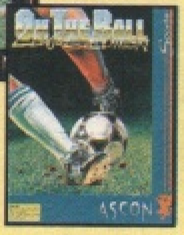


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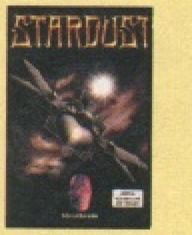
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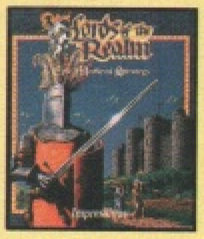
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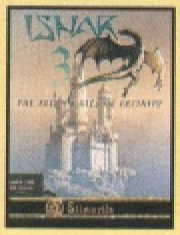
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Sensible Golf



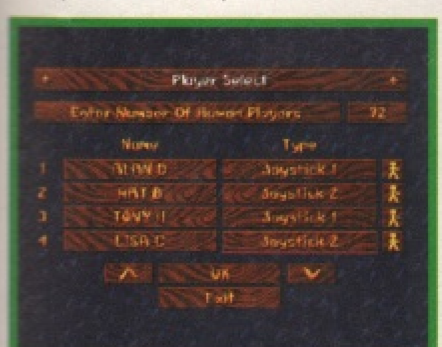
■ **Price: £29.99** ■ **Publisher: Virgin ✆ 0181 960 2255**

Sensible have been on par with football and war games in the past, but will this swing at the golfing genre give them a slice of the action or will it be banned from the club?

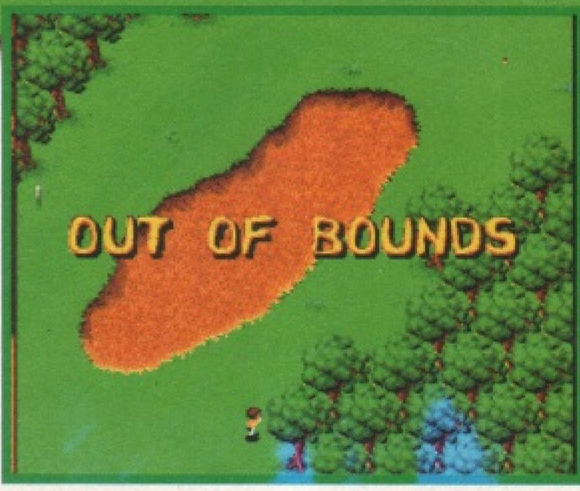
Sensible have re-invented golf. Not as a pretend version of the real thing, with increasing reality provided by 3D graphics, helicopter flights over the hole (yeah, my mum hires one every Sunday for a quick round of the the local golf club, though the neighbours have been complaining about the noise recently) and advice from digitised pros with tinny voices. They've re-invented it as, shock, horror ... a computer game. The sprites are odd looking and totally out of proportion, the fairways are, quite frankly, ridiculous and it's joystick controlled.

But the good news is that it all holds together. *Sensi Golf* is a very playable and enjoyable game with *Cannon Fodder*-like characters, an ultra simple control mechanism, 13 clubs and a little map reached by flicking the joystick, pressing the fire button and swearing a lot. This map appears in the upper right hand corner of the screen and can be reached, theoretically, at any point on the fairway. Needless to say when you get to the green the map is no longer available.

The reason for my reference to swearing is that the map is sometimes a bit reluctant to appear. This has probably more to do with the joystick and joypad I was using, both of which were well worn, than the game, but this does illustrate the its unconventional reliance on joystick only. Turbo or autofire modes will need to be switched off too, they make it unplayable. However, if you have a friend who's new to the idea you can seriously damage their game by subliminally sabotaging the joystick's auto fire button every time you hand it over.



▲ 72 human players can participate in a tournament.



▲ Out of bounds! Again! The scaling of the graphics makes very it difficult to judge a shot from between or beside trees. Frustrating.

Seventy two

And you can hand over that joystick up to 72 times if you like. That's right, 72 human players can play *Sensible Golf*. In groups of four they can all go out and play as part of a season or tournament and golf for days, weeks, months even. By saving all the player stats and results this could technically go on for ever. If you have that many friends.

For variety's sake you can also change the hair colour, skin tone, trousers and shirt colour of each character but, lo and behold, feminists get out your cardboard placards, there are no wimmin. This is blatantly sexist and as far as I'm concerned a bit of a humour oversight for Sensi too. Imagine the chuckles that could be raised by cross-dressing golf characters in woman's clothes, and the option would have pleased the Scots too with an option to kilt up wi' a tartan skirt.

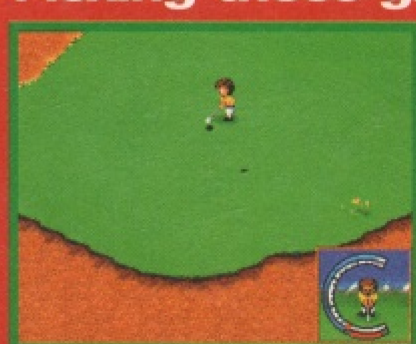
Got the power

Where would a golf game be without some method of hitting the ball? Stupid question. Sensi have opted for a speedometer-style round dial to control a shot. Compared to the smooth and



▲ Elvis lives, and with a little help from those famous jiving hips places his first shot nicely on the fairway.

Flexing those green fingers ...

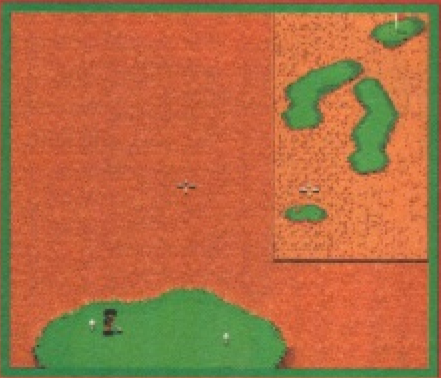




Shooting the ball short of the hole is bad news. The most difficult part of Sensi is not really getting the ball there, it's sinking it. By comparison with the mouse operated power bars of other golf games *Sensi Golf*'s joystick controlled little speedo lacks sensitivity, so short shots can cause more problems than long ones – too much power and you skim the rim, so to speak. The arrows on the green sometimes get confusing too especially if you are trying to plan a long distance shot which goes up and down on several different planes.

Out of bounds ...

Like *Cannon Fodder, Sensible Golf* is all about having the confidence to take risks. Finding the right route to a hole is the key to success and below par scores. Presented with a multitude of little islands with sand or water between them you can aim directly, take a decent swing and try to get it onto the nearest island to the hole. Otherwise you can take it step by step with more measured shots. The latter approach means that you are less likely to end up in a sand or water trap trying to chip the ball or having to drop a shot, but it does mean that you're unlikely to maximise your score.











▲ The box above left contains information on the distance to the hole, the lie of the ball and your clubs. The one above right shows the power dial for shooting with a five iron from the rough. The red strip is a safe shot, yellow is a slice and black is a miss.

fairly precise gauging on the power bars and dials of more conventional golf games this is a bit too cartoonish, but it does fit the game's *Cannon Fodder*-like graphic style perfectly.

Taking a shot with a particular club is affected by the type of terrain you are shooting from. If it's on the fairway the shot area at the bottom of the power dial (red gives you a safe shot, yellow will give you some curve or slicing on the ball) is fairly wide, if you are shooting from rough, semi-rough or a bunker this 'safe' zone is invaded with black on each side. If you press the fire button in the black area you will simply clip the ball and drop a shot.

The club you use also affects this. If you try, for instance, to use a three iron in the rough these black areas are massive and the chances of you hitting a direct, decent shot are very, very slim. If you use a pitching wedge the black zones are very small and your chances are increased.

Because of the way the various courses are set up, some of which have massive bunkers or water traps, and the vagueness of the power dial, choosing the right club for the job in hand is essential.

When you start a new hole the default setting has your player aiming directly at it, but this is very rarely the best way to shoot. The first thing to do is call up the map (swearing) and plan a route. You can choose to be adventurous, relying on lightning fast fire button reactions and power dial judgement and the biggest club available or opt to be safe and conservative using the maximum distance for each club as a guide to where your ball will land.



▲ You can select the colour of each player's hair, shirt, trousers and skin tone.

Tournament

In the end though it's all about getting there under par against your opponents. There are four levels of computer opponent; easy, medium, hard and wicked. Easy players are strictly amateurs, missing obvious shots. Wicked players rarely miss a turn. But the best part of *Sensi Golf* has to be playing it with some friends. You can play a round with up to four people, a combination of humans or computer players, using strokeplay, matchplay and betting on skins. You can all enter a season's worth of play or a tournament against the remaining amount of human or computer players (there is a maximum of 72, and you can have any combination of humans and computers) and receive seeding updates after each round.

It's such a simple game, but at the same time so all encompassing. Purists will probably disregard is as being too unrealistic but *Sensible Golf* is great fun to play.

The graphics may be more arcade like by comparison to *PGA* and some of the holes are pretty screwy, but with 25 courses to choose from, ultra-simple joystick operated control and the unprecedented tournament mode it's a star.

There are some problems though. Allied to the lack of proper calibration I mentioned earlier, the power dial is a bit too slow responding to fire button pressure. This makes accurately gauging a shot difficult. Also, the tree obstacles that are liberally dotted around most courses are blasted awkward to avoid. If you land in a clump of trees there is often no clear indication of the best route out. Trial and error often leads to several wasted shots before you escape the clutches of the dreaded shrubbery.

The sound effects and music are up to *Sensi*'s usual standard though, the verbal exclamations and the text that pop up regularly are fun, but can be annoying sometimes. They can be switched off, which I had to do in the office after frayed tempers spoilt my sixth round of the day, but if you're playing rather than spectating they add immensely to the game.

Sensible Golf has very few flaws. In a world of sophisticated sims it's a welcome breath of fresh air but may be too plain for purists and golf snobs. Its biggest advantage is that you don't have to be a golf fanatic to enjoy it, it's first and foremost a computer game with no simulation pretences. If you're a real fan there's still no substitute for PGA Euro tour, but if you want multi-player tournament fun and a bit of a laugh for a change then *Sensi* is the one. ■

Alan Dykes



▲ Enter tournaments and get seeded against 71 other opponents, either human or computer.



▲ A welcome sight on the green at Melbourne.

SENSIBLE GOLF

A500 / A500+ / A600 / A1200 / A1500 / A2000 / A3000 / A4000

workbench version	1.3+
number of disks	2
RAM	1Mb
hard disk installable	no

graphics	80%
sound	85%
lastability	82%
playability	81%

OVERALL
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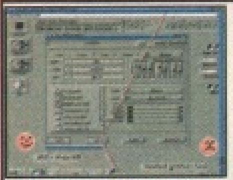
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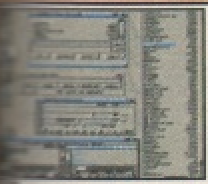
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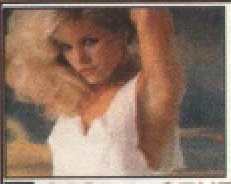

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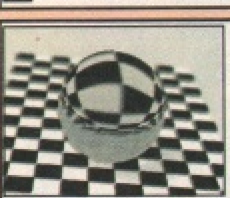
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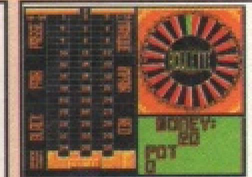

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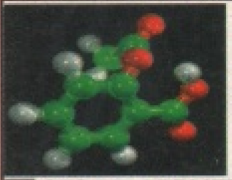

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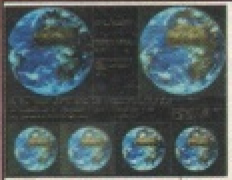

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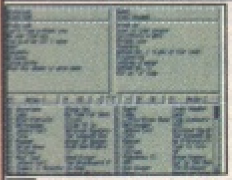

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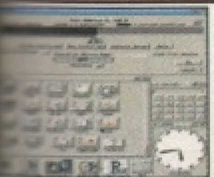

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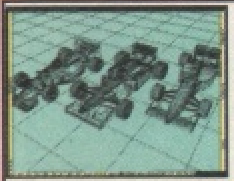

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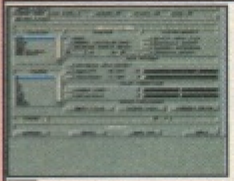

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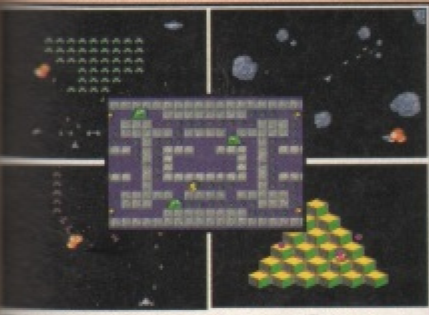

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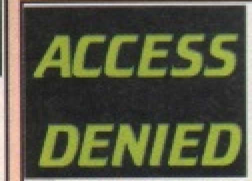

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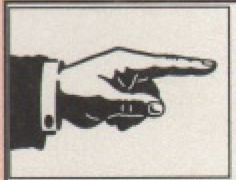

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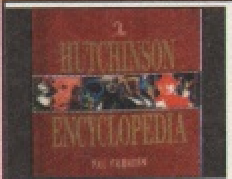

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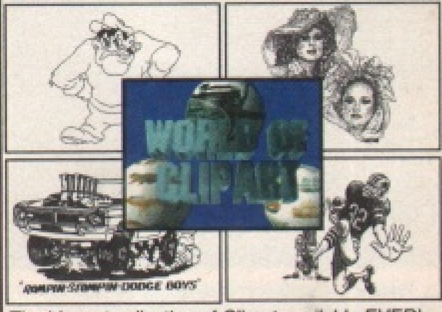

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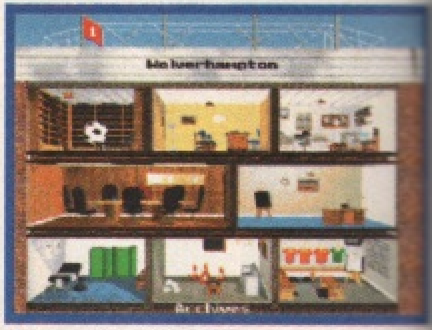

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Player Manager 2

■ Price: £19.99 ■ Publisher: Anco ⑥ Tel: 01322 292 513

Football management games are like washing powder. There's always a new one on the market but it's never that much different from the rest ... will Anco's new formula break the mould?



▲ The majority of the game's options are accessed via hotspots on these tasty looking menu screens.



▲ The scout can look for up to three players at once but according to how specific your instructions are and how good he is at doing his job finding a player can take anything from one week to a few months.

We took our copy of *Player Manager 2* around to several local housewives to test it out. A week later the results proved that it did indeed get their teams higher up the league than any other known brand of football management sim. However, this could have something to do with the fact that you start off in division two, unlike most games of this ilk where it's just an option.

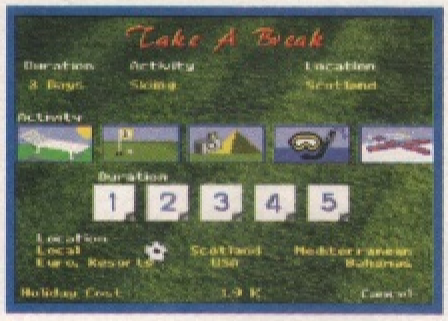
In the running

The look and feel of *Player Manager 2* is similar to *On the Ball*, which, if you're not familiar with, is basically more accessible and arcade orientated than the likes of Domark's *Championship Manager* series or Gremlin's *Premier Manager* titles. It's closest to Audiogenic's *Super League Manager* though, as you can actually play games via the included *Kick Off 3* game engine as well as manage them.

As a newly appointed manager and still international player of a second division team the aim is to create a team capable of winning promotion to the Premier League as well as challenging for European honours. There's a neat twist in that as well as more general opposition you are directly playing against three other managers who can be either computer or human controlled. Expect these guys to give you grief in the papers at every opportunity. You can also call upon Alan Hanson for advice but whenever I played his comments were about as reliable as someone desperate to sell you some life insurance..



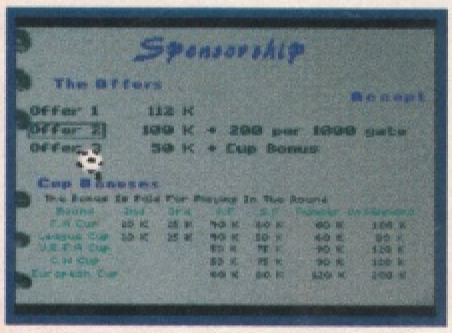
▲ There two types of coaching. Group coaching places more emphasis on individual training whereas team training. Well, you can probably guess can't you.



▲ If you're a bit of a softie you can treat the lads to a holiday. I wasn't standing for any of that however, and put them on heavy training instead. Work makes you free after all and I keep a firm grip on the wallet!



▲ Matchtime. Either view just the score and key moments of the game or play or watch the proceedings from one of the four views available.



▲ There are a number of sponsorship options but when playing in the lower leagues it's best to take outright cash payments rather than rely on the additional income that the good cup run option offers

Part of a team

It's odd that you're a player who's only 28, still an international and yet a manager. I could understand if you'd suffered an injury but this isn't the case and every so often you have to depart with the rest of the international squad. This leaves your team in the thick of it, as to begin with you're by far the best player in your squad.

Commencing in the second division rather than the third with the real dregs is a good idea, at least the team you begin with are semi decent. Teams from all four divisions are present but it's a poor show only having 16 teams from each. Anco have presumably done this to increase competition and, because of the way the game engine, money and promotions work this no doubt makes sense, but it does detract from the overall reality of the game as Premier League teams are forced to take place in the lower rounds of both the League and FA Cups.

Great tactics

Options wise all the regular footy sim features are present, from dealing with sponsors to creating new tactics and carrying out detailed training programs. Dealing with players forms the game's crux of but there are limitations put on these aspects. For instance, you can only renew one contract or buy one player per week and there's no option to give a player a free transfer: someone has to buy him no matter how piffling the amount offered. Neither is it possible to say, buy a player for money as well as conducting a player swap. These aspects are irritating.

Each section of the game from the board room to the manager's office is represented with artwork featuring a number of hotspot options scattered around the room. The actual layout of these screens is somewhat poor at



▲ Giving each player a decent team talk with regards to tactics can give them a considerable boost. Don't bother to listen to Alan Hansen's advice though. Honestly, my gran gives out better pearls of wisdom (and she's dead).



▲ This is where you'll find detailed info on your squad, renegotiate contracts, put players on the transfer market and the like.

times though. For instance, when bidding for players there's no indication of how much money you have to spend. It's a case of either remembering how much you have or leaving the transfer screen and going into the accounts. Hardly user friendly.

The tactics editor is nothing short of amazing, a vast improvement over the likes of *Sensible World of Soccer* and *Manchester United – The Double*. Not only can tactics be created from scratch it's also possible to move players anywhere on the pitch, and by that I mean pixel by pixel rather than the usual box to box method.

It is worthy

Player Manager 2 has great depth and lastability and this is reflected in the fact that if you take the time out to develop gifted youth players they will blossom and take on major monetary value. Equally they will fall to pieces if left to rot in the reserves. In the majority of footy sims if a young player starts off crap he tends to remain that way.

Anco have produced a second game worthy of the name *Player Manager*. Realism, lastability and playability were the hallmarks of the original and *PM2* has upped these stakes. If you are as interested in creating and implementing tactics, like a real player-manager, as you are in the mountains of statistics which dominate other management games then this is the one for you. It also doesn't suffer from those odd German translations which confused *On the Ball*. ■

Martin Davies

PLAYER MANAGER 2 £19.99

A500 A600 A1200 A1500 A2000 A3000 A4000

- workbench version.........1.3+
- number of disks..............3
- RAM..............................1
- hard disk installable.......no

graphics	73%
sound	60%
lastability	90%
playability	80%

OVERALL
A good tactical game at a great price.
86%

Timekeepers

■ Price: £12.99 ■ Publisher: Vulcan © 01705 670269

It's Time Cops, converted to the Amiga before any other format! (Er, no it isn't actually, it's a non-budget budget game from Vulcan.)

Only £12.99? Surely this game should be in the budget section? Nope folks, this little belter is part of a new series of direct mail games from Vulcan Software, and they went to great pains to get us to stress to you that this is not a BUDGET game. It's a low cost full price game apparently.

Anyway, regardless of the price, *Timekeepers* is all about a bunch of tiny cops who have a desperate mission. They are a carefully chosen futuristic police force who've been sent to protect the 4th dimension from a chap called Wilheim, a psychotic warlord trying to destroy Earth. In his bid to muck up the planet he's hidden four nuclear devices across four different lands: Hieronymus Land in 2 million BC, Medieval Land in the year 1245, Vietnam land in 1966 and Space Land at the turn of the century. It's up to you and your band of merry bobbies to work your way through each land and get to the nuclear devices before our gorgeous globe goes boom.

Lie of the land

Anyone familiar with Vulcan's *Valhalla* series will feel at home with *TimeKeepers*. It has the top-down perspective look and feel of the *Valhalla* series. Like *Valhalla*, it is a puzzle game but the similarity ends there. In *TK* the puzzle element is not of the 'find the chicken leg, cook it and then hand it over to the hungry soldier to receive a key' type; the pace is a lot faster.

At the beginning you are faced with 14 little men running frantically to and fro at the bottom of the screen. Your object is to move them to the top of the level, which is roughly five screens up, to defuse the bomb. To do this you need to scroll through the screens to check out the lie of the land and plan ahead where you need to get to and the best way to get there.

Control freak

There is a control panel at the bottom of the screen which contains commands. These must be placed in front of the soldiers to get them to go in a specific direction, operate something, jump or fight. Use the mouse to select the icon you want and click to place it on a tile, where it will remain until replaced or blanked.

Starting off each level at the bottom and scrolling up through to the end of the the screen you'll be able to spot exactly where the flashing orange circle is that you need to get to. But before you can send your men on a homeward bound journey, you've go to do some homework.

Each level and world has its own seemingly unsurmountable obstacles to contend with. It's not easy, you've got 14 men and all you can see in their path are ponds of molten lava, broken bridges, angry looking creatures, closed off passageways and plenty of strange looking levers and boulders. The best way to find out the easiest route to the transporter is to send one man on ahead to open up passageways and fix bridges, thus making the way clear for all the other chappies.

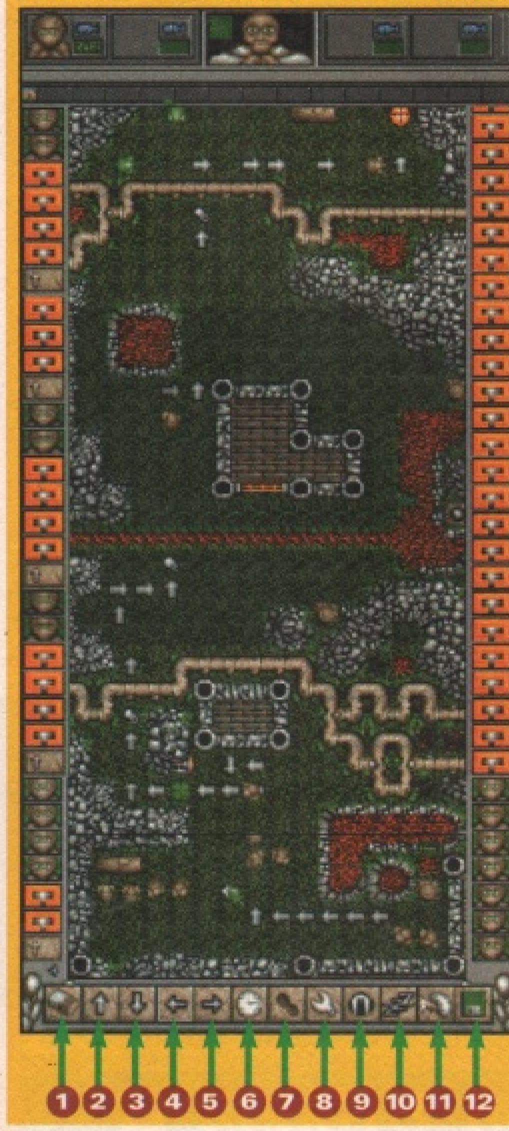
Normally, this involves pressing a lever or two. But be careful: press the wrong lever and your unfortunate cop could get swooped up by a rather nasty eagle, for example, who carries him off to oblivion. Sometimes, though, these eagles come in handy as they can carry you over to otherwise inaccessible areas.

The sound is quite good, though the sargent major barking orders and various screaming bad guys can shatter your nerves. A handy save game feature and the option to go back to the point where you had the most men alive also prevents hair pulling frustration.

TimeKeepers is an engaging puzzle game that should keep you engrossed for a while. At this price it's worth a look. ■

Lisa Collins

It goes something like this ...



This is a completed level is made up of about 5 screens The path to the flashing orange circle is mapped out using directional arrows to make sure that the cops don't run into any lava and die. The shoe icon makes sure they leap over any obstacles like walls or rivers of lava. Before this path could be set up I had to send one bobby ahead to open up all the passageways (usually done by operating levers). Once you've set the path up you can then get all the men to follow it straight to the end. In later levels it gets a bit tricker and you might have to quickly change directions to get around some obstacles.

Commands

1: Undo a command
2: Go up
3: Go down
4: Go left
5: Go right
6: Wait a little while
7: Jump
8: Operate on an item
9: Attack any foes
10: Freeze game
11: Go to earlier levels
12: Load/save



▲ Only one man left and I've got to face some baddies and a broken bridge. Yikes!

Where to get Timekeepers

Timekeepers is part of a new collection of direct order low cost games from Vulcan. Called the mail order mini-series they hope to release a new game every few months on the label. If you want one of these titles you can contact Vulcan Software at 72 Queens Road, Buckland, Portsmouth PO2 7NA or call their credit card hot line on 01705 670269.

TIMEKEEPERS

A500 / A500+ / A600 / A1200 / A1500 / A2000 / A3000 / A4000

■ workbench version	1.3
■ number of disks	2
■ RAM	1Mb
■ hard disk installable	yes

graphics	70%
sound	80%
lastability	80%
playability	88%

OVERALL
Inexpensive brain teasing puzzle game. **80%**

Ishar Trilogy

VFM

Publisher: Daze

Price: £29.99

AMIGA SUPERSTAR



Ishar: where it all began.

All RPG fans prepare to lose a lifetime or three. Daze have packaged together possibly the three best RPGs of all time: *Ishar*, *Ishar 2* and *Ishar 3*. The quality of these games is unquestionable – the combination of adventure, combat and magic spells amongst others earned all three scores in the 90s when they first came out. If you are an RPG fan and by some cruel twist of fate haven't got any of these, then buy this compilation now.

In case you've been in exile for the past couple of years here's a quick breakdown of what the fuss was all about.

The original

In the beginning there was *Ishar*. Silmarils had created a breakthrough RPG. The concept was simple: you were on a huge island and your task was to keep your kingdom, Kendoria, safe from an evil wizard. So you scrolled around this mammoth island fighting baddies, visiting shops and recruiting members to be in your gang and help in your crusade. Brilliant.



Ishar 3: spot the improved colourful graphics.

Onward bound

Then came *Ishar 2* which saw you in a raid against the evil wizard, eventually killing him and destroying his castle. Instead of one island you now had the run of seven ginormous islands, travelling to each one in order as you solved their various puzzles and problems. But *Ishar 2* wasn't more of just the same: as well as a new map feature and better control panels it brought the element of psychology more into play. Now, rather than wandering around picking up team members as you did in Ishar, you now had to be very careful about who you chose to be on your crew. An excellent swordsman mightn't necessarily be a very popular bloke and so it could lead to dissension in the ranks and bad morale all round. In some cases morale might get so bad that if an unpopular member of the crew was hurt no one would help him. That's Care in the Community for you.



Ishar 2: Those two don't look pleased to see me.



Go back in time

And then *Ishar 3* came to pass. But hold on a second, didn't *Ishar 2* see you killing off the evil wizard Shandar? True but the cunning spellster managed to reincarnate himself into the body of the last surviving black dragon. So, in *Ishar 3* you've got to stop Shandar from taking over this dragon completely. The control panel remained much the same as *Ishar 2* but this time a lot of attention was paid to the graphics. A time travel element was also introduced which meant rather than having to travel to each island in order as in *Ishar 2* you could now travel back and forth between the islands.

So, there you have it, three mammoth RPGs – each one bigger and better than the last – all rolled into one neat package at a knockdown price for you, the discerning reader. ■

Lisa Collins







90%



VFM

Cannon Fodder

Publisher:Hit Squad
Price:£14.99

AMIGA SUPERSTAR

Three years ago if someone had suggested that a game which involved guiding a squad of mini soldiers around a battlefield using a mouse cursor to direct them, aim their guns and fire, could be fun you probably would have thought they were bonkers. A mouse is for adventures, joysticks are for shoot 'em ups, it's as simple as that.



Then *Cannon Fodder* came along and put a torch to these delusions. With control of up to five soldiers, who can be moved and targeted as a group or as several different squads, the availability of just three weapons and a simple and very intuitive mouse control procedure it goes down as one of the classic games of all time.

The settings are varied, with jungle, desert and snow cropping up and the opportunity to use vehicles like tanks and a helicopter to spice things up too. All you have to do is use the cursor to point your troops in the right direction left click on the spot you want them to reach then right click to shoot in a given direction. Once you have right-clicked the cursor changes to a red target finder and if you have grenades or bazooka missiles then you can throw or fire them by aiming with this and (with your right finger still pressing the mouse button) clicking on the left button.

Although your guns have unlimited ammunition, you need to pick up the bazooka missiles and grenades by capturing crates which can usually be found right beside enemy installations. You need these heavier weapons to actually blow up enemy buildings but and if you're over zealous with your fire power and inadvertently blow up the crates containing these weapons you may not be able to finish a mission.

The enemy soldiers are generally not too smart and are pretty slow to fire at you with their machine guns, but some are also equipped grenades and bazookas and these blighters are generally a tad more accurate and dangerous.

Each mission is divided up into between two and five phases and the scenery varies after every couple of missions. In between each mission you get a list of the heroes that were killed in your last adventure, and you move onto a screen which shows you how many recruits you have left, who they are and how long they have lasted (a long serving recruit gets rank badges). This screen also allows you to save and load games.

The troops are a bit difficult to see on some backgrounds, most notably some of the jungle screens, but this is about the only criticism I have. By *Cannon Fodder* 2 standards this game is relatively easy, but for newcomers the difficulty curve is just right. Likewise the music and sound effects are superb. If you haven't bought this game go and do so now. ■

AD





92%

On The Ball

World Cup Edition

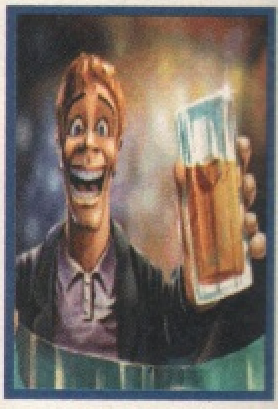
Publisher:Daze
Price:£16.99



Originally called *Anstoss World Cup* in its native Germany (don't ask us what Anstoss means), On The Ball World Cup Edition caused last year receiving a Superstar award and the accolade of the 'best management game' Tony Dillon had ever played.



A year on it still stands up to the test of time, although 94% for a management game seems a bit excessive, seen in the light of World Cup fever and the superb and innovative water colour graphics used throughout the game, it's probably understandable.



On The Ball introduced a whole new level of player interaction into management games. With much more emphasis on player personalities, sponsorship deals and the like, as well as the usual playing attributes. The players are rated on their level of commitment and their temperament and this makes putting together a well balanced team very important.

You must go through the qualifying rounds, quarter finals and semis to get into the final and playing games is spiced up by the high quality of the graphics displayed during the highlights. Unlike, for instance, *Player Manager 2* there is no opportunity to play the game for real, but management only fans will not find this much of a problem. It's a complicated game, with lots to do, but the presentation is top notch and although the odd mistranslation from German confuses things *OTB* is probably still the most developed management sim available. ■

AD

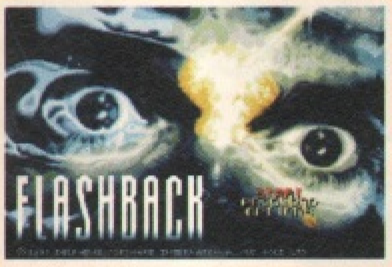


86%

Flashback

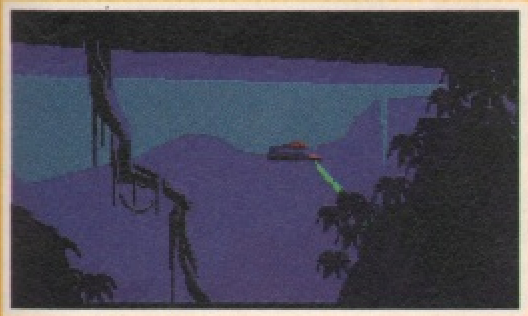
Publisher:Kixx Price:£16.99

We've all suffered from effects of the morning of the night before. Waking up still in a drunken haze not knowing where you are or even who you are. However, the memories of the night before – getting sick into your hat, chatting up the ugly barmaid etc – usually come flooding back after a few gulps of Alka Selzer and a cold shower. Life, however, for Conrad Hart the hero of *Flashback* is not that simple.



Conrad, a brilliant young scientist in the year 2124 has created a gismo which can analyse molecular structures. Through his invention he discovers that there are quite a few aliens wandering around that the good people of the planet Earth knew nothing about. The aliens frightened that they might be discovered kidnap him and dump him on an alien planet. So, waking up in the middle of nowhere he has to make his way through this beautifully animated graphic adventure trying to piece together bits of information about who he is, where he is and where he should be going. At first glance it looks like a straightforward platform game as you clamber onto branches and various rockeries making your way through the various screens. However, as you progress through the game the puzzle element comes into play. You've got to work out where to go next, how to get there and even why you're going there. This is all achieved by looking at, using and storing in your inventory all the various objects that are dotted around the game. It can be quite difficult at times but luckily there is an easy mode for anyone new to adventure gaming.

This game is a joy to look at just for the graphics alone. The introduction sequence is a night's viewing in itself (well nearly). For the original game Delphine, the programmers, employed a then breakthrough method called rotoscoping to create such realistic effects. An actor was filmed carrying out the various moves and then the images were grabbed and touched up to create the stunning 24-bit frames a second. If only today's games programmers would follow suit eh?



A popular game that received many a high score at full price this game is a barg at the cutdown price. Buy. ■
LC

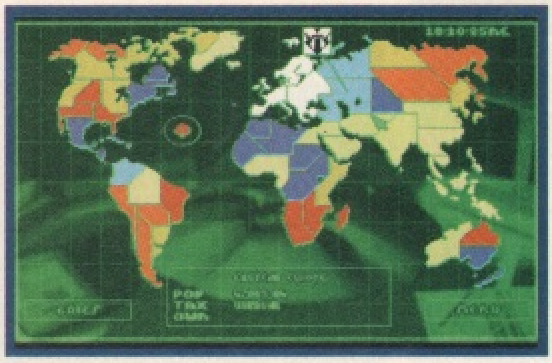
90 %

Syndicate

Publisher:Hit Squad Price:£14.99

Two favourite games in one month is almost too much to handle. Hours were wasted (enjoyably) re-acclimatising to the point and click shoot 'em up interface of both *Cannon Fodder* and Bullfrog's *Syndicate*, other work was swept aside and Lisa half killed me. It was worth it though.

Syndicate is as much a strategy game as a shoot 'em up. It's all about a future world where people's lives are controlled by various international syndicates, large corporations involved in crime, big business and secret service activities. You play a *Syndicate* initiate trying to make your mark by commanding units against other countries, trying to impress the powers that be by beating agents from other *Syndicates* for control of the world.

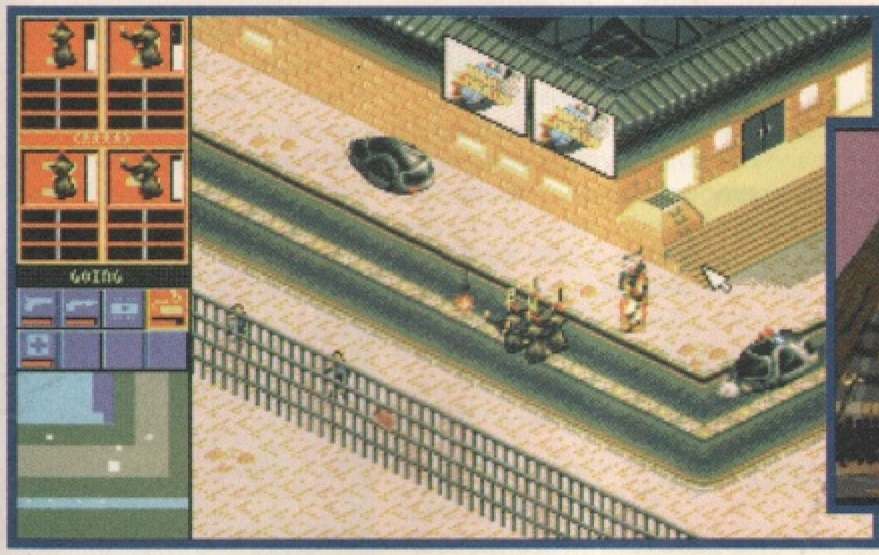


You start off by being offered a mission, usually search and destroy, kidnap, assassination or similar duties which you get payed for if you succeed. The money you earn should be re-invested into researching new weapons which will be of immense value as the missions get more difficult. You can also upgrade your agent's bodies with armour or mechanical prostheses to make faster and less vulnerable.

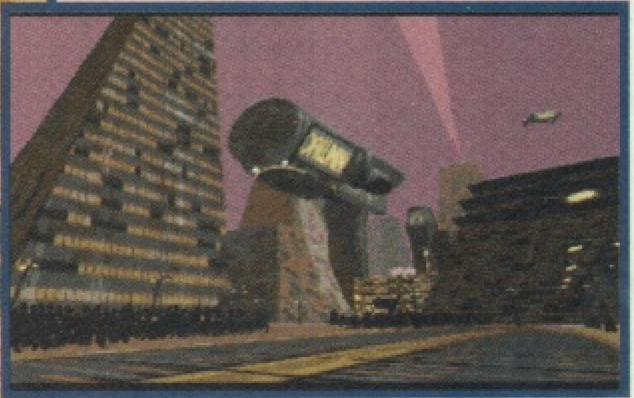


You control a squad of four agents, who look like Spy Vs Spy characters and are equipped with, well, any weapon you have developed. The best fun is the flame thrower. There's nothing better than some sadistic population control with said petroleum sprayer. Once you burn someone with it they run off, screaming and covered in flames until they finally collapse in ashes. Vicious it may be but it sure livens up the day and gets rid of nervous tension better than Asprin.

The pointer interface is similar to *Cannon Fodder*'s in that you use the standard cursor to direct your agents, but when you place it over a potential target it changes to a target icon. If the target is out of range this is yellow, if it's in range it turns to red. This range will vary depending on the weapon, and each weapon also has a limited amount of ammunition. You move by left-clicking and fire by right-clicking.



As a combination of strategy and shoot 'em up Syndicate is absolutely superb. I know some people who think that it falls between these two genres without making the best of either, too little depth for strategy, too little excitement for shoot 'em up, but I love it. And I've played it well into the wee hours. It gets difficult further into the game but raw recruits should get the hang of it quickly. ■
AD



91 %

THE ONE

Snip Tips



MATT THE MEDIC

Hello my little CU chums. Matt Broughton from The One here, with what I hope will be a well-received addition to you usual tips and solutions. Snip Tips aims to provide you with those tiny-yet-tasty codes and cheats for games old and new. Even better, if you send in a tip that gets printed, you'll receive a free piece of software courtesy of our mates at Ocean's Hit Squad label. Yes, I know — incredible isn't it!

Blastar
Core Design

Many thanks to Mr John Barry from Swansea, who wins himself a lump of Hit Squad software thanks to this damn tasty tip. By pausing the game and typing MALICE OF THE MYRKOIDS, you can then press the 'up' cursor key to replenish your energy, as well as hit the top row numbers 1-9 and keys Q-Y to skip levels. You can visit the shop at any point by pressing the 'Del' button — although you'll still have to collect cash as per normal. Jolly handy though, non?

Skeleton Krew
Core Design

Edward Corr Jnr has written in with an excellent alternative to playing this average game. By typing in I WOULD RATHER BE WATCHING FOREST over the character selection screen (in capitals with spaces), you can use the following keys for the following effects: Full Stop skips levels, Enter on the numeric keypad awards nine extra lives, and typing in COLLECT MONEY awards 9999 points (i.e. an extra life). Er, hurrah! Or something.



▲ We reveal how to get an extra life in Skeleton Krew.

Premier Manager 3
Gremlin Interactive

Before Gremlin abandoned the Amiga, I seem to remember them releasing a 'fair old few' of these footy games. Of course, what with there being a similar number of cheating gits out there in the world, it comes as no surprise to find that a short-cut has been found, allowing the average fellow to amass tons of folding brown stuff without really earning it. So… load the game and pick Halifax Town as player one's team, while player two takes Gateshead. When you come to the main screen, go to the squad selection screen and find your worst three players. Put these chaps at the bottom of your reserves and exit the page. Now press the space bar and change to the manager of Gateshead. Use the telephone to find the page with the conference teams on, and select to view Halifax Town's team. Now try and buy one of the three players from the bottom of the list – offering £9,999,999 for the club fee, with a sensible offer for player fee, wage and contract. If you get yes, yes, yes and (might I venture) yes, shout "hurrah!" because that's ten million quid towards Halifax's plight. Repeat this with the other two crap players and then resign as manager of Gateshead. You'll now be the proud owner of Halifax Town, with 30 million pounds to squander at will. And many thanks to Jonathan Baker for that little love.



▲ Find out how to get lots of dosh for nothing in Premier Manager 3.

UFO: Enemy Unknown
MicroProse

An excellent tip has found its way into my lap –this time from a Brummy by the name of Jonathan Homer (Doh!). It makes use of the 'Sell/Sack' items screen, where, by allocating production to equipment that doesn't need stock of special items (e.g. with the laser weapons that just need cash) you can sell excess gear for a tidy profit.

Providing you keep shooting down UFOs and have plenty of engineers, you can use such tactics as shown below to build up a handy stash of extra cash (nice alliteration I thought). Anyway…

ITEM	COST TO MANUFACTURE	SELLING PRICE	PROFIT
Laser Pistol	8,000	20,000	12,000
Laser Rifle	20,000	36,900	16,900
Alien Alloys	3,000	6,500	3,500

It's a good idea to use the first bits of extra cash to bring in more engineers, thus accelerating the rate at which your spare dosh appears. Using this method, you can go as far as having entire bases built and dedicated to producing extra funds. Quite brilliant! Cheers Jonathan, the Hit Squad folks have your details.

Sim City 2000
Maxis

A regular from the heady days of The One's 'Snipping The Tippings', Alex Simms has an extremely handy cheat for the 'financially challenged' among you. Go to the 'New Scene' and click on the Hard option. Now go to the newspaper and click off it, pause the game, and then click on Budget, Bond, and Repay Bond. When asked if you want to replay a bond, click YES. Now go to Issue Bond and click on OK. By typing FUNDS five times, text will now appear, and once again, say YES to the question. Go to Budget, Repay Bond, and click on OK. Go to Issue Bond and a funny character will appear in the percent column. Click on OK and you'll be awarded 500,000 per year, every year, for ever and ever! Supoib. ■

That's all folks

Don't worry though, there'll be much more next month. In the meantime, get those tips rolling in, marked for SNIP TIPS at the usual CU address. Byeee!

Adventure Helpline



V A M P

Worried that you are becoming a night person? Do you find yourself wrestling with adventures deep into the early hours when all right-minded souls are fast asleep? Fear not our very own Mistress of the Night shares your obsession and if you ask her nicely, she might come round one night to put an end to all of your troubles.

Maniac Mansion

A month ago I bought the Lucas Arts Classic Adventure collection which I really enjoy but I been having problems with Maniac Mansion. How do I get the key from the chandelier, and the key from the alien womanís room?
Craig Dutton, Clwyd.

The idea behind the chandelier problem is to make a high pitched noise that will shatter the crystal and release the key. To get the noise level you need you must go to the music room and record the music of the record onto a cassette. Now take the cassette to the room with the chandelier and play it there. I'll leave you to work out the boring mechanics of it all as I have enough trouble turning on my Amiga.

Monkey Island

Please, please, please help me! On *Monkey Island* I have defeated the swordmaster and stolen the idol, but I can't find the treasure anywhere. I've got 164 pieces of eight, minutes, a rubber chicken, breath mints, sword, shovel, staple remover, stewed meat, 100% cotton T-shirt, a yellow petal and a map which looks more like dancing steps.
Dean McGill, Shipley.

Well there are quite a few things still to be done. For a start the dance steps as you call them will lead you to the spot where the treasure is buried. From the main map go to the fork in the path then look at the treasure map. Follow the direction (e.g. back is towards the back of the screen) and you will find the grove with an X on the ground. Use the shovel (which is found on the notice board beside the bridge) and you'll be able to dig up the treasure. The next clever trick is to put the yellow flowers into the stew. The result will be a Mickey Fin meal which would put an elephant to sleep. Now don't you know some nice little doggies that deserve a stew dinner?

Lure of the Temptress

Good day Vamp, please could you help me with Lure of the Temptress. I have spoken with the dragon and I have asked all of the people of the village to help me to get into the castle. but no-one can help me.
David, Manchester.

I'm not surprised that you are stuck at this point, because it is a rather difficult bit. The trick is to wait until a Skorl enters the village then peek through the window to see what is going on inside. Once you seen and heard what passes between the shopkeeper and the Skorl you can enter the shop and talk to Ewan to discover how to get inside the castle.

Goblins 2

I am hopelessly stuck on the throne room level. I have made Amonia and his pet drink the elixir, but I am still struggling to get the one who loves meatballs. I have the items needed to make them spicy.
Sean Talboys, Great Bookham.

The problem with the Goblin games is that many of the problems can only be solved if you get the timing right to the split second. (Not much good to a girl who likes to take her time!)

What you must do is activate the swordfish with Fingus and take the salt. Get Fingus to lift the big pot cover and while he's doing that Winkle can pour salt on top of the little man inside. Now you can get the file from inside the pot.

Fingus must now hold the rope on the right while Winkle grabs the left one. He can now swing down, pick up Fingus and place him on the top-right shelf.

Use the file on the chain and Colibruis will fly off. Now you can get the thumb tack.

Police Quest 2

On Police Quest 2 I've got the new and old mugshots of Jessie Bains. I've talked to Sherman and found out about Pate and his car. What do I do now?
Leonard, Redhill.

Once you have asked the prisoner about the escape and about the knife there's not a lot left for you to do at the jail, so pick up your gun and get back in the car. If you now use the radio you'll be told to drive to the Mall. Once you arrive at the Mall you must:-

Listen to Haines, Walk to the blue car. Look at the car's plates. Open the car door Dust the glove box and lift the finger print. Open the glove box and get the bullets and holster. Go back to Haines and listen to him.

Now you can interview the lady and ask about the car. Return to your car and use the radio once again.

Universe

I am completely stuck in *Universe*. I am flying with my car in space, round the planets JORSLEV 4, LOKSASS 3 and the PFALLENOP.

The problem is that I cannot go to other planets because I don't have enough fuel. I've already collected the Droid + canister. Must I give something to Snorglat?
Grandgaignace Laurent, Belgium.

Once you've picked up the droid and the canister Balkamos 7 you can use them to sort out the aliens. Get back in your car and head for Jor-slev 4. Land in the top-left quadrant of the planet.

Grab a handy rock and chuck it at the alien who is there. Use the droid on the blob and then climb back in the car. Select the bottom-right quadrant and when you arrive you'll find an old man. Give the old man the blobs and he'll give you some carvite.

Go back to the car once more and take off from the planet. Head back towards the Pfallenop asteroids and when you arrive offer Snorglat the medicinal herbs. ■

Got a problem with an adventure game? Vampyra has the answer. Get your conundrum onto paper, and send it in to Dear Vampyra, CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU.



"Never play cards with a man named Doc, and never eat at a place called Moms."

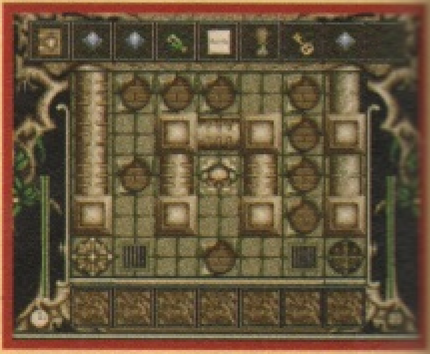
Valhalla Before the War



▲ Read the tombs in the Norse warriors room. Here we have one in view. Nice piece of artistry eh?

PART 2

Dishing out poisoned ale is just one of the things you get up to in part two of our complete solution.



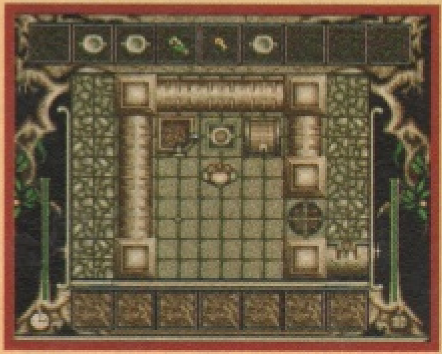
▲ The white square our chap is standing is just one of the many teleports in the game.

Welcome to level two of Valhalla Before the War. Follow our walk through guide to the game and you'll be in level three before you know it. Let's begin ...

Pick up the tankard, operate the floor tile underneath and take the chest key. Travel south, pick up a second tankard, then head into the room on your first left where you'll find four hungry and thirsty soldiers. Take the third tankard, operate the floor tile underneath and you'll find some stamina. If you look at the soldier on the left he will demand that you supply him and his three buddies with ale.

Travel out of the room and head south again, pull the lever and enter the room where the ale is. Take the tankard off the stool and fill all four tankards with the soldiers favourite brew. Before you leave, open the chest with your key and take the piece of paper with the cryptic phrase on it and operate the floor tile to get a door key. Deliver the ale to the soldiers who empty the tankards and open a door as a reward for your efforts. Look at the most talkative soldier who will demand that you bring them food.

Travel out of the room and straight down into the door that the soldiers opened for you. Inside take a stick and two chicken legs.



▲ Fill up the four tankards and bring them to the thirsty soldiers.



▲ Pick up this bit of poison and put it into the beer to get rid of the pesky soldiers once and for all. Make sure though that you drink the protection potion first otherwise you die very quickly.

Give the chicken legs to two of the soldiers then travel back to the ale room where it would be a good idea to leave the tankards. In the ale room you can pull a lever to the short cut of a room where a soldier is sat in between two chests. He asks you for the password. Insert the stick in the hole in the wall and then pull the lever.

Travel up and round the U-bend making sure to operate all the floor tiles. Take the sapphires for use later on. The white pattern on the floor tile is a teleport square, stand on this to be transported to another section of the map where you come across more floor tiles, operate these and take the chicken legs, you only need two more as you have already given two to the soldiers. Check out the room where the Norse Warlords are and read the cryptic inscriptions on their tombs.

Give the two remaining chicken legs to the soldiers who reward you with a second chest key. Look at the soldier on the far left, once more, and he will demand more ale. The key for the chest is in the Norse Warrior room so take the translation potion then head back to the soldier who demands the password, face him and drink the potion and look at the cryptic piece of paper, the letters change into the words 'Hermans Home', having said this the two chests open and you can take a protection potion and a cross. Travel up to the locked door near where you found the second tankard, open the door with the door key from the ale room and take the bone off the stool. Travel south once more to where the green river of poison breaks. Notice a small piece of poison lying on the floor, you lose stamina if you try to take it so drink the protection potion first. Put this in the ale and then fill up the tankards once more. It is time to rid yourself of the demanding soldiers.

Deliver the poisonous ale which they dispose of in one gulp, they are now quietened for ever. This action results in the locked door out of this room opening. Travel up the passageway then take a left onto the teleport square. You find yourself in a room with a series of altars with blue diamonds engraved on them. Drop the sapphires that you are carrying which will rid you of three of the altars and will also allow you to pick up a will and a chain.

Time travel

Teleport back the way you came and walk straight onto the second teleport square. Pick up the piece of paper with the word 'No' on it from the altar then travel down into the torture chamber. One of the soldiers is hoarding a clock but he allows you to take it. You now have all four objects you need to give to the Norse Warlords. Before you leave search till you find the altar with a combination written on it, take the piece of paper that says what the combination is. The Norse Warlords reward you with a chess piece which you will know the relevance of if you have peeked in to the chess board room near to the torture chamber.

Checkmate

Travel to the chess board room and position your Rook and your Bishop to checkmate the King. The Rook goes on the square near the door on the line of tiles as the King chess piece. The Bishop chess piece goes on the square near to the bottom of the screen with the King chess piece on a diagonal line but not on the diagonal lines of the other Bishops. When your two pieces have been positioned, the King disappears to give you access to a cigar, another sapphire and a teleport square. This transports you to a room where you find a 'Bee tray' and the front page of a newspaper. Return to the room where the sapphire altars are and drop your new sapphire, this allows you to take a piece of paper with the words 'let him have it' written on it.

Back in the torture chamber you can now order the awake soldier to 'let him have it', this results in the poor prisoner being stretched beyond recognition. He instantly dies and the soldier accuses you of killing him, he then informs you

that he is going to tell. Take the key that has appeared on the prisoner and travel back to the room of sapphire altars.

Staying power

You will have noticed a bottle of stamina over the river. Take this as you will need it, then set off south walking in the poison itself, stop and drink the stamina when your it slips down too far. At the end of the river is a door which you can unlock. There is a joke in here which you can take then take a shortcut back to the torture room via a door opened by a lever and a teleport square.

Back in the torture room the King has appeared. Look at him and he asks you if you've killed him, look at your 'No' piece of paper to deny the whole thing and ignore the jeering soldiers. The King asks you to prove it at which point you can produce your newspaper which describes your whereabouts the day before, he laughs and asks you to prove it. Take the stick from the prisoner and travel back to the room where you found the joke via the shortcut. Insert the stick in the hole, pull the lever and enter the photocopying room. Pick up today's paper which has not yet been printed then put yesterday's newspaper on the photocopier. This disappears which is your cue to drop today's unwritten paper onto the photocopier. Take your evidence and go back to face the King.

Drop your newspaper on the floor and the King disappears leaving his crown on the floor, tell the second soldier to let the prisoner have it who screams when asked 'what's the combination?' replies 'I will betray'. Travel back to the photocopying room and head south until you reach a crown stand by a locked door. Drop the crown and enter the room where you will find an eye at the end of a small river. In this room you will also find another sapphire and an orange.

Put the eye, the will and the



Here's two fine war-weary warriors. Check out their tombs for some helpful hints.



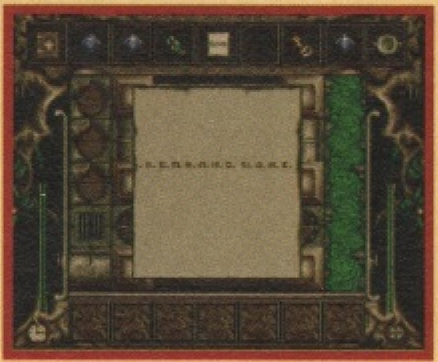
Right, drink the translation potion, look at the soldier and the piece paper in your inventory...

'Bee tray' on the combination stone in that order to open the door into a new part of the level. Before you leave take the shoes from the torture room. Stand on the teleport square just beyond the new open door to discover a door key. Return straight away and progress into unknown territory where you will find a corresponding locked door. Inside this room you will find Herman, Herman tells you he is bored so look at the piece of paper that says 'let him have it' he asks you who but you can't answer him yet.

Operate the floor tile to get the musical note then go back to the tuning fork which is near to the photocopier. (to left outside Herman's room). Take the musical sharp note then put this and the cigar on the Norse Warlord tomb of Hamlet sharp in the same room as Herman. You get a stick in return which you can use on the hole outside to give you access to a piece of paper with 'crumbly wally' written on it and a teleport square. This teleports you into a square with walls all around you, look at the 'crumbly wally' piece of paper to get rid of the walls.

Comedy time

Pick up the comedian potion which is near the family album. You will notice a teleport maze which you could get lost in forever and a room with five star filled altars in it. The teleport square in this room transports you to a room where you find a genesis device and an amplifier. Travel back to the room where you found the eye and face the soldier who asks why did the chicken cross the road. If you reply by looking at your joke without having drunk the comedian potion first the soldier won't even smirk, so drink the potion first to raise a hearty guffaw and gain access to the two chests beside him. Take the map for the teleport maze and a thermometer.



... and before you know it you've got the right password – Hermans Home.

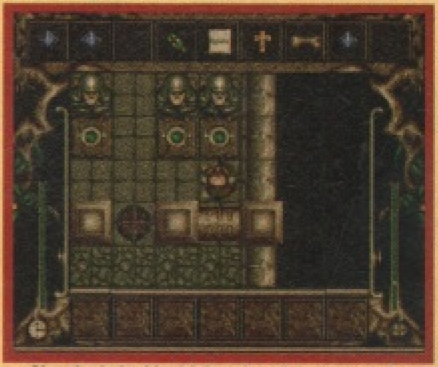
Put your shoes on the Norse Warlord's tomb in the same room as the soldier as he is called Robin Sole. You need another object for this tomb before you are rewarded. Pick up the sapphire from beside the tomb then head back to the teleport maze, use your map to survive the experience and then prepare to eat the cookie monster. You will have found cookies by now so put one in his bowl to watch go across the room, devour the cookie and go back to his place by the door he's blocking.

To get past him you are going to have to poison him by placing a cookie beneath the spout of the same poisoned ale barrel as you used to kill the soldiers operating the tap to get the poisoned cookie. In the same room as the cookie monster are some rings which you can take and another locked door, opened by a lever. This gives you access to a shortcut round the maze and Grumbleweed, the burping cider drinker. He is still convinced that he won the 'who can burp the loudest' competition. Take the camera film and head back to the camera which is near the photocopier. Insert the film and then operate the camera to be provided with a picture of you which you then put on the family album. It changes into a picture of a King which you use to tell Herman who you want him to 'let him have it'. Herman then asks for his prophecy and provides you with a chest key for the chest in the same room. In here you find the book of Icarus.

Home brew

After poisoning the cookie monster you have access to another teleport square and an altar with a sapphire on it. Stand on the teleport square and you find yourself at the top of the sapphire altar room. Get past the altar that is in your way by dropping a sapphire on it, you now have access to a pear and nearby you will find a banana and some earth. Down the left-hand passageway you find a soldier who informs you it will cost you. Take the arrow that is on his table. Travel back the way you came and turn right, down a short passageway there is another teleport square. This transports you to a small room where you will notice a cider press.

Travel back to the room where the joking soldier is and put the arrow on the tomb of the Norse Warlord Robin Sole. He rewards you with a potion of extreme luck. Return to the fruit machine and put your three pieces of fruit on the rollers, operate the lever under the influence of the potion and the pieces of fruit turn into three apples which you can take. At the same time a pile of gold coins appears in the small room beside the fruit machine, but a locked door prevents you from reaching them. Put all three apples on the



Give the lads this drink and you've got some has been soldiers on your hands.

cider press and take a bottle of cider. Your task now is to beat Grumbleweed in your own 'who can burp the loudest' competition.

Burp to win

Fill up one of the tankards in Herman's room with ale then travel back to grumbleweed. Give him the cider so he can produce one of his most excellent burps then put the amplifier on the square beside him, stand on the amplifier and drink your ale. You win the competition and Grumbleweed graciously hands over the flytrap plant. You now have all the objects you need to create the planets from the genesis device. Insert the thermometer which will provide with the rings to give you Saturn, the fly trap to give you Venus and the earth to give you Earth. Place the planets in the correct order on the cosmos altars (Mercury, Earth, Venus, Saturn) and the last altar lights up to represent the sun. Put the book of Icarus on here and you are rewarded with Hermans prophecy. Dutifully deliver this to Herman and he will give you the key for the room where the coins are lurking. Give these to the soldier who says 'it will cost you', the last door opens and you're on your way to level three – and next's month's instalment. ■

Get Serious

Horgan's Organ



If you're reading this on the toilet, I hope you wash your hands afterwards – it would be such a shame to spoil such a record breakingly spectacular reviews section as this. Anyway, I'm not here to preach lavatorial hygiene, I'm supposed to be telling you all about the top hardware and software we've lined up for you and your Amiga this month, so here goes.

After lengthy delays, *DPaint V* has appeared on the shelves. Find out whether it can still cut it on page 66.

For the more cash-dispensing Amiga user, we bring you an exclusive double hit from phase 5 developments: the first review of the CyberVision 64-bit graphics card along with the phenomenal CyberStorm 68060 accelerator, both of which look likely to appear in the new range of A4000s later this year. Put them together and you've got the ultimate Amiga!

Added to that lot there's the Apollo A1220, an amazing little accelerator cum RAM card for the A1200 that delivers results without breaking the bank. You want more? Take a look over to the right and you'll see just what other goodies we've got for you.

May I also introduce our latest catch, Mat Bettinson, who from this month will be enhancing CU Amiga Magazine further still with his extensive technical experience and expertise. Mat, meet the readers. Readers, meet Mat.

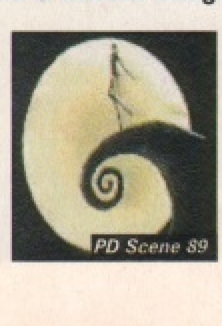
Now wash your hands.

Tony Horgan

Anything that's worth testing is in this month's packed get serious section. We couldn't have rounded up a better selection of goodies.



Lottery Predictors 79



PD Scene 89



Deluxe Paint V 66

DeluxePaint V

■ Price: £89.99 (new) £50 (upgrade) ■ Supplier: Electronic Arts ✆ 01753 549442

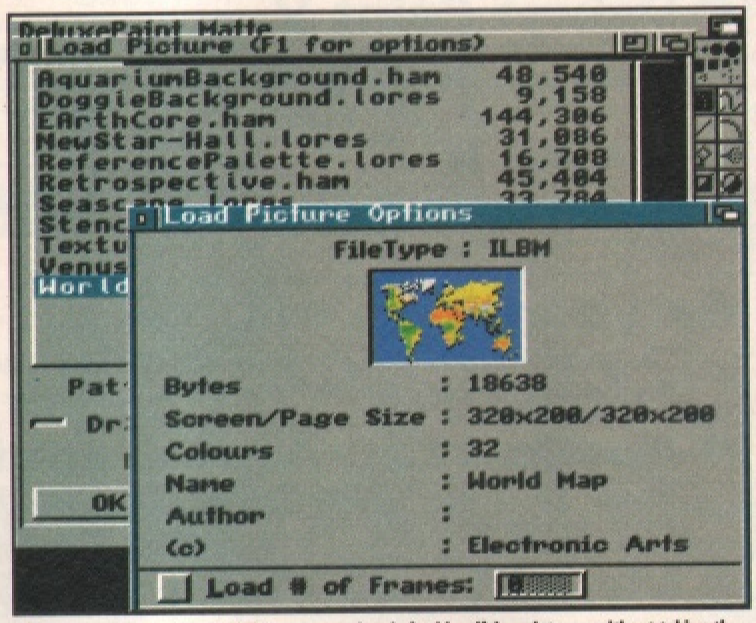
Deluxe Paint V is with us at last! But can the Amiga's best-loved graphics software keep up with the youngsters?

I was beginning to think we'd never see a release of *Deluxe Paint V*. It was almost a year ago that we previewed it with a demo on one of our October 1994 cover disks, and since then Electronic Arts have been very quiet. In the meantime, *Brilliance 2* has come along and stolen a march on the low-end graphics and animation scene, while Photogenics has had a rocket-powered rise in popularity with the high end 24-bit users.

So where does *DPaint* fit into the scheme of things? It was once the flagship Amiga application; the Apple Mac had Quark, the PC had Lotus 123, and the Amiga had *DPaint*. But that was in the days when the Amiga, Mac and PC weren't on speaking terms, and getting them to share files was more hassle than it was worth. Now we've got PowerPCs combining Mac and PC technology in a single box; we've had PC disk compatible Amigas as standard for years. The technologies are merging, and any software must reflect this if it wants to remain in contention. In the light of this drive for compatibility and integration, *DPaint* is beginning to look rather dated.

New features

So what's new then? The feature that EA seem to be most proud of is the new Natural Media section.



▲ 'Thumbnail' previews of IFF images are handy for identifying pictures without taking the trouble of loading them for real. This is spoilt slightly but a bug that corrupts the file requester and preview windows.

This is an attempt to emulate natural painting and drawing tools and surfaces. The way it works is dead simple. Each texture or media type is merely a tessellating IFF brush. These brushes are loaded in and used as texture maps for backgrounds or any of the drawing modes. So if you were to choose canvas, select a red ink colour and draw onto the screen, instead of drawing solid red lines, the lines would be textured with the canvas pattern. The effect is as similar to 'brass rubbing' where paper is laid over a textured surface, and rubbed with a wax crayon.

It's a simple system, but has the advantage that you can easily make up your own textures. Just draw them out and save them as brushes in the relevant drawers.

The airbrush has now got a new mode. Unlike the previous airbrush mode, which scattered single-coloured pixels randomly around the pen tip, the new mode gives a fatter, more concentrated flow, and blurs the edges heavily to give a smoother look.

Animated antics

DPaint now supports animations with multiple palettes. This is handy for anyone working on digitised animations, where it's essential to have a different palette for each frame. Frame rates can be altered throughout the animation too. The Move requester can now zoom and scroll the background through all three axes (but can't rotate it). This means that your *DPaint* animations are no longer tied to a static backdrop. Camera zooms and pans are easily achieved. Animations using pages bigger than the visible screen size are possible. There's also a kind of tweening option for setting source and destination positions for brushes. Anim Op-8 animations are supported.

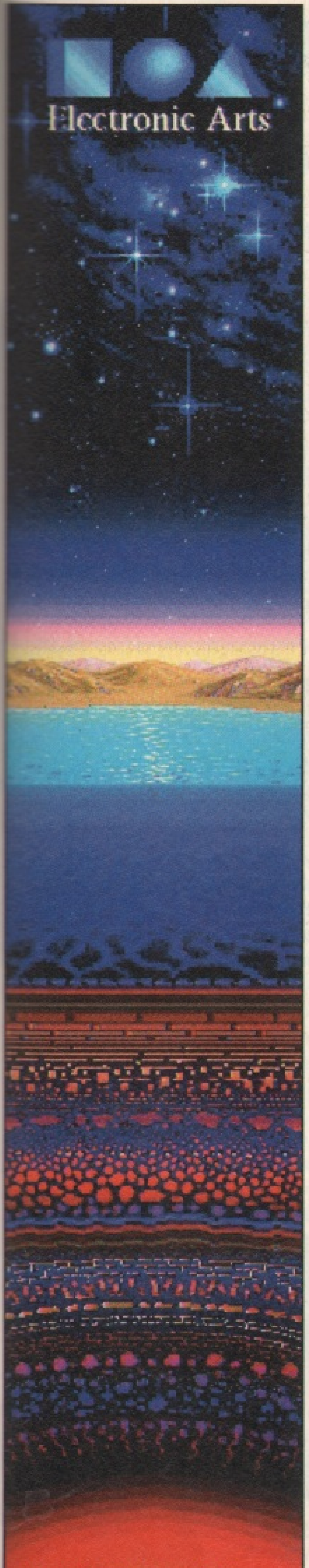
ARexx macros can now be

The grandaddy of graphics software

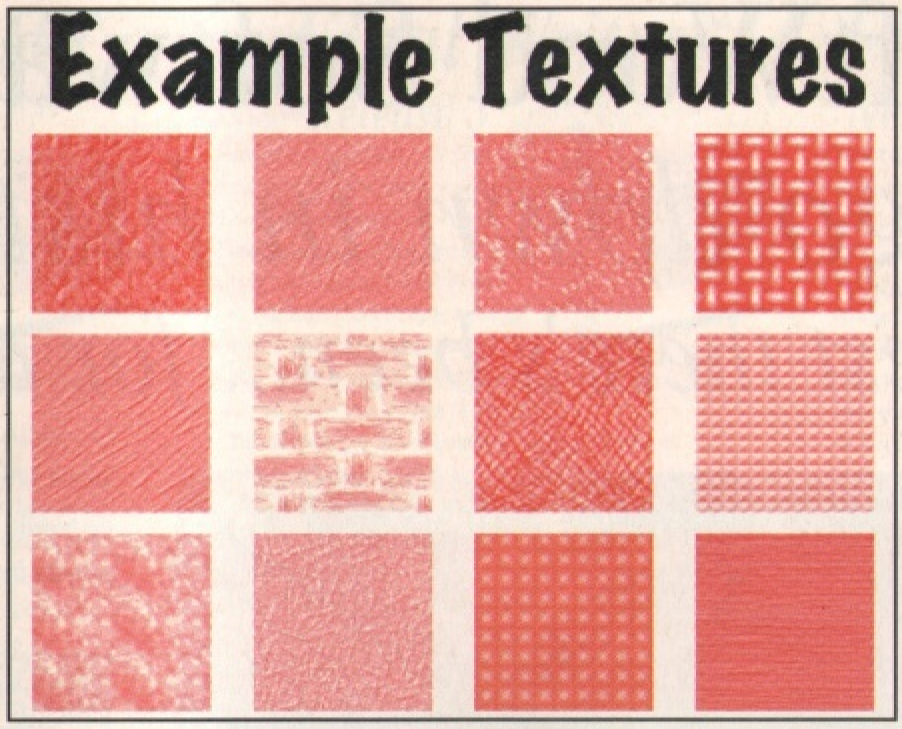
***Deluxe Paint*, better known as *DPaint*, was the first piece of graphics software that really showed the world what the Amiga was capable of. After it got a foothold in the very early days of the Amiga's life, it stayed one step ahead of the competition for a couple of years, and even when rival software beat it on power and features, it still managed to retain its crown almost by default. Gradually support for animation, 4096 colour HAM mode and then AGA graphics appeared, generally rather later than the market would have liked. Boosted by a session of being bundled free with new Amigas, it was still the reigning champion until the arrival of *Brilliance*, which made the sneaky move of doing everything *DPaint* did (down to using the same keyboard shortcuts) and more besides. *DPaint IV AGA* is still used extensively within the Amiga community, and is still probably the most widely used piece of Amiga graphics software.**



Backgrounds can be scrolled vertically and horizontally and zoomed in and out. Automatic screen wrap-around can be turned on or off.



This colourful image is supplied with DPaint V as an inspiration of what can be achieved with the package.



▲ Here's a selection of the 51 textures that come supplied with DPaint V. These can be used on their own as plain backdrops (as shown here) or as tools to add textures to existing graphics. You can make up your own textures by saving out patterns as IFF brushes into the textures drawer.

used for automated processing. 24-bit artists can make use of the 24-bit backing store, and save out 24-bit IFF images.

What's missing?

That's all very well, and some of the new features are long overdue. However, what stands out most is not what is there, but what isn't. For example, where is the comprehensive list of 'loaders' and 'savers'?

Any graphics program worth its salt these days must be able to load and save all of the popular picture file formats without any fuss. IFF is not the only image format in the world! With so many images from various sources now available via the Internet and CD-ROM compilations, there's no excuse for ignoring them.

A 24-bit paint system that doesn't have a JPEG save option is just not practical.

Taking a stroll through the menus, you might expect to find all kinds of new goodies, such as additions in the paint mode department for instance – no such luck. Maybe on the tool bar then? No, hardly any change there either. What about support for video digitisers, such as the popular ProGrab 24RT? No sign of that either.

Conclusion

If *DPaint* is to be used seriously for anything other than creating hand drawn pictures and animations, it must at least include basic image processing and retouching features. *DPaint* V is not set up to receive and process digitised source images. However, *DPaint* has never set out to be an image processor. It's primarily a paint and animation system, and on that score it's still pretty powerful.

To expect it to combine all the features of *Photogenics, Personal Paint, Brilliance* and *Image FX* is clearly unreasonable. As a system for creating and editing pictures and animations for use in Amiga applications it's still up there with the best of them. *DPaint* has always had its core user base in the amateur sector, and *DPaint* V is still aimed at that market. That's no bad thing in the light of much Amiga software, which has recently been attempting to make the jump into the professional arena. The Amiga dominates the amateur and semi-professional computer scene, and appropriate software, such as *DPaint*, is essential for that scene to grow and prosper. *DPaint* V still cuts it, just don't expect the earth. ■

Tony Horgan



▲ The old airbrush option is now joined by a new improved version, as demonstrated here. Rather than a semi-random spray of dots, the new version squirts a thick (resizable) jet, and then uses heavy smoothing to fade out the edges.

How to get upgrading

Owners of *DPaint IV* can upgrade to *DPaint V* for the reduced price of £50. As proof of ownership, send either the *DPaint IV* manual or one of the disks to: Electronic Arts, 90 Heron Drive, Langley, Berks, SL3 8XP. Also include a payment of £50. Your manual or disk will be returned with the upgrade.



▲ One of the demo pictures that comes with DPaint V, showing off the perspective features of the program.

DELUXE PAINT V

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: Workbench 2.04 or higher, 2Mb RAM. Recommended: 8Mb RAM, 68040 processor, AGA chipset, hard drive.

ease of use 80%
Familiar to any existing DPaint users, easy enough for other to get into.

performance 78%
Looking dated and slow, but still does everything it used to, and a bit more too.

value for money 80%
Around twice the price of Brilliance 2 and Photogenics, but still is really not that expensive.

OVERALL
Dated approach but still very powerful. **79%**

SoftWood Software
will go down in history, the best there's been... for ages.



The way we all communicate today has gradually evolved from early cave paintings by Prehistoric man, through Egyptian Hieroglyphics and eventually on to a method of symbols representing both letters and numbers. Early inscriptions in stone gave way to clay tablets, papyrus, parchment and ultimately paper, and the Greek alphabet became the basis of most of today's languages.

Books were created by hand until the mid 15th century when crude printing processes were first introduced. Albeit with continual refinements, printing methods have, until very recently, remained the only way to distribute the written word and hence a host of information throughout the world.

The biggest leap forward has been achieved in the last ten years!

Through the adoption of computer generated text as a new standard, complicated layouts and designs can now be generated and printed at the touch of a few keys right on your desktop. And it doesn't stop there.

Archiving and record keeping works hand in hand with these new methods of processing text and allows far faster data retrieval than ever before. This latest technology has not just revolutionised the world of print, but has opened the floodgates to an explosion in communication possibilities throughout the world.

*At SoftWood, our constant aim is to bring **you** these powerful, up to date technologies with the best possible software for your specification of Amiga.*

Our word processing packages have repeatedly won the favours of magazine reviewers, who have awarded SoftWood products their highest accolades, all over the world. We are continually updating and improving those products and adding new ones, such as Final Data™, and soon, Final Calc™ to our range. Our efforts are bringing the revolution into your home or office... and onto your Amiga.



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Whatever specification Amiga you own, SoftWood have the perfect solution for your requirements. ***Final Copy II™ Release 2*** is at the peak of achievement when running a floppy based Amiga configuration, whilst ***Final Writer™ Release 3*** is the only hard drive compulsory Amiga word processor - it leaps a stage ahead and doesn't make any compromises to be floppy disk compatible. Whichever you choose, you'll be assured of the latest in WYSIWYG technology and reap the benefits of still unsurpassed, easy to use, Amiga software from SoftWood.

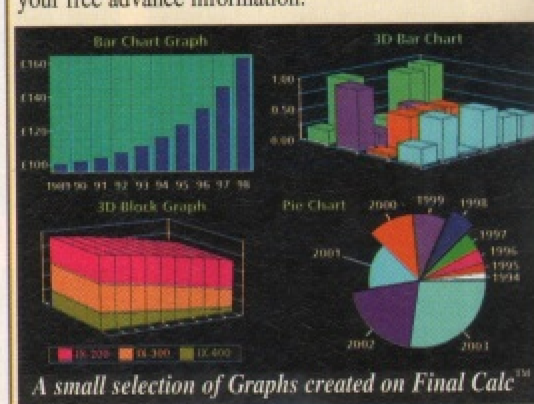
Our new Database...

Final Data™, is designed in the true SoftWood tradition and brings you a program that is not only extremely powerful, but also very easy to use. Indeed, you can learn to set up your ***Final Data™*** database, enter your information and print the results in a matter of minutes... not hours. You'll soon be generating all kinds of reports and label print runs to suit your kind of work.

LATEST NEWS from SoftWood... Final Calc™

Final Calc™ is the answer to every Amiga Spreadsheet users dreams. With its flexible modes of operation, ***Final Calc™*** is the only Spreadsheet that can start with a minimum range of features (ideal for the beginner), but progress to offer power beyond the levels found not just on any other Amiga Spreadsheet, but almost any Spreadsheet on any computer system. Multi-layer sheets, advanced PostScript outputting facilities with flexible font handling, complete document scaling options, a vast choice of Graph styles including 3D and animated (to show calculation result/progressions) are just some of its comprehensive and unique features.

Final Calc™ is due for release in Spring 1995, so look out for the magazine reviews. If you want to know more **now**, simply cut the coupon (on the right) for your free advance information.



A small selection of Graphs created on Final Calc™

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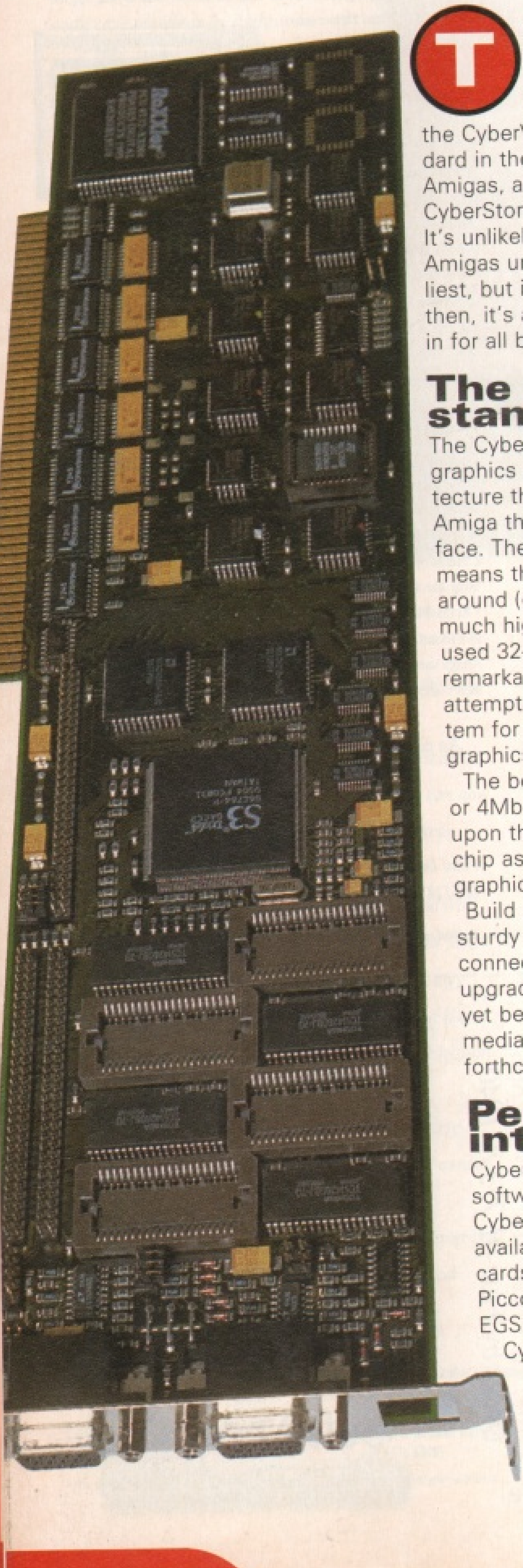
bringing the revolution into your home or office... and onto your Amiga.

CyberVision 64

■ Price: £329.95 ■ Developer: Phase 5 ■ Supplier: Gordon Harwoods © 01773 836781

AMIGA SUPERSTAR

Could the CyberVision 64 set a new standard for Amiga 24-bit graphics? We think so ...



This is the future of Amiga graphics. The Amiga's new owners, Escom, plan to include the CyberVision 64 board as standard in the next generation of Amigas, along with the CyberStorm 68060 accelerator. It's unlikely to appear in new Amigas until late 1995 at the earliest, but if you can't wait until then, it's available now as a plug-in for all big box Amigas.

The new standard

The CyberVision 64 is a 24-bit graphics card with 64-bit architecture that connects to your Amiga through a Zorro III interface. The 64-bit architecture means that it can move its data around (graphics in this case) at much higher speeds than if it used 32-bit processing. That's remarkable enough, but it also attempts to set a standard system for Amiga retargetable graphics and 24-bit applications.

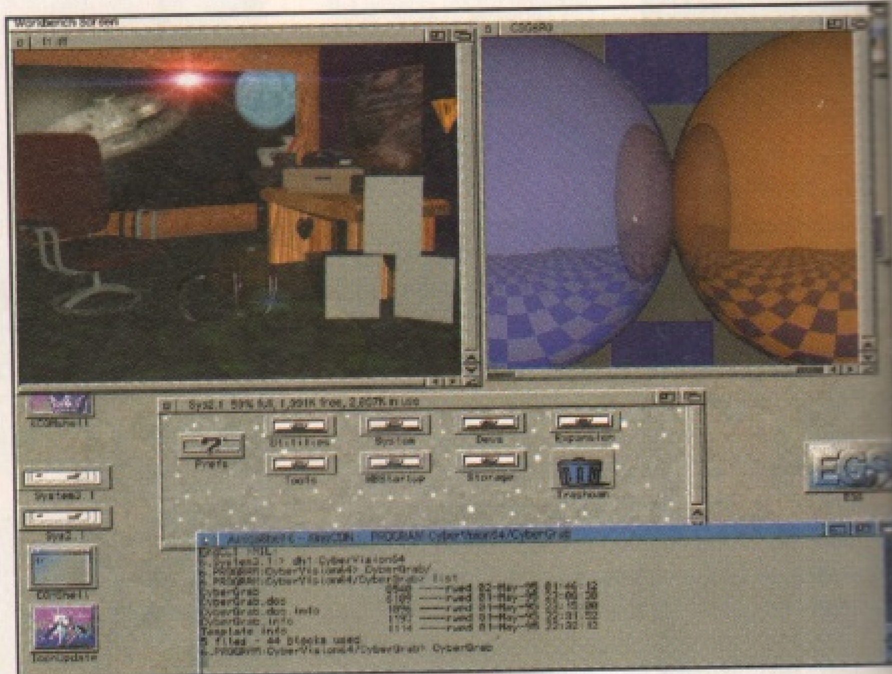
The board comes with either 2 or 4Mb of RAM and is based upon the S3 Trio 64 graphics chip as found in some PC graphics cards.

Build quality is satisfyingly sturdy and there are plenty of connections for future upgrades. No modules have yet been announced, but multimedia expansions should be forthcoming soon.

Perfect integration

CyberVision comes with a software system called CyberGraphics, which is also available for other graphics cards such as the Picasso, Piccolo, Piccolo SD64 and EGS Spectrum.

CyberGraphics consists of a set of libraries and a 'monitor' file. The libraries remain the same across all formats – only the monitor file is specific to the particular graphics card.



▲ CyberVision can drive a full 24-bit Workbench screen whilst still supporting multi-tasking and smooth screen dragging. This is thanks to the CyberGraphics software, which is surprisingly stable.

The CyberVision software is excellent: try as we might, we couldn't get it to crash during Workbench emulation. Screen dragging is a feature that often foxes graphics cards, but CyberGraphics handles it with ease.



▲ Here's a gratuitous twirl operation that's been applied to a 24-bit image using AdPro. Coupled with the CyberStorm, it's done in a flash.

With the CyberVision 64 and PiccoloSD64 in the test machine (both running CyberGraphics) it is possible to drag down a screen that is being generated by one card to reveal a second screen generated by the other! The level of integration and transparency in the system is astounding.

CyberGraphics defines a standard for 24-bit Workbench applications. The EGS system attempts to do the same, but, the CyberGraphics system manages to integrate completely with the Amiga's intuition system, allowing for a 24-bit Workbench screen to be opened. The incredible thing is that the speed of the system doesn't seem to suffer at all.

The CyberVision 64 also comes with a utility called NewMode, which allows you to run other utilities on 24 bit screens. It's easy to use and works very well.

Photogenics shows its face

A cut down version of Almathera's *Photogenics* is



▲ Complex image processing is handled quickly thanks to the 64-bit architecture of the CyberVision.

included in the package. *Photogenics* has quickly established itself as the premier 24-bit paint and processing package on the Amiga. The ability to configure *Photogenics Lite* to display its 'working screen' through the CyberVision card brings it right up to speed with the likes of *Adobe Photoshop* on the Apple Mac. You don't get the full compliment of features in this version, but it should be enough to tempt most users to upgrade to the real thing. *Photogenics 1.2* was reviewed in the July 1995 issue of CU Amiga Magazine, rated at 92%,

Fastest ever

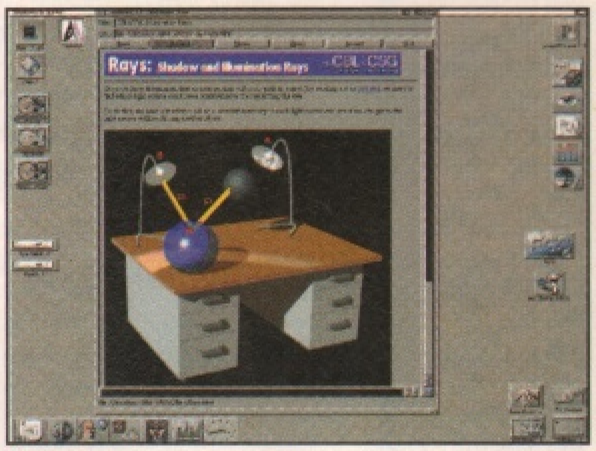
We ran a series of benchmark tests on the CyberVision and its closest rival, the PiccoloSD64, both using the CyberGraphics system. The CyberVision came out on top in every test. Sometimes the difference was marginal, but other tests revealed CyberVision streaking away in front.

Resolutions of 1600 x 1200 pixels are possible with 4Mb of RAM on the CyberVision card. The 2Mb version offers a maximum 24-bit display size of 800 x 600 pixels. To get the most from any 24-bit graphics card you'll need a high quality monitor. A monitor capable of 31KHz horizontal frequency scanning is the minimum you'll need for the CyberVision, while a 65KHz frequency monitor is recommended.

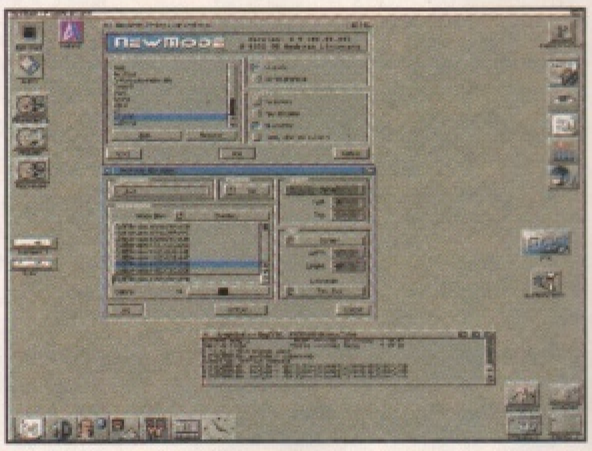
In all

The CyberVision 64 is a very impressive system and deserves to take off in a big way. In a perfect world, there would already be an official Amiga with internal 24-bit graphics hardware as standard. With any luck the CyberVision 64 will become the standard Amiga 24-bit graphics system, but whether it does receive official Amiga backing or not, it looks certain to win over the professional graphics community with its speed and compatibility. For a really smart Amiga graphics set up, couple it with the CyberStorm 060 accelerator! If you want the best in 24-bit graphics for your Amiga, look no further. ■

Nik Lyons



▲ With a CyberVision at the heart of your Amiga, you've got the makings of an awesome graphics workstation.



▲ To aid compatibility with the rest of your software, a utility called NewMode is included, directing program's screens to the CyberVision.

CYBERVISION 64

A500 | A500+ | A600 | A1200 | A1500 | A2000 | A3000 | A4000

system requirements:
Kickstart 3.0 or higher, 2Mb RAM

ease of use....................90%
Integrates seemlessly with the Amiga's operating system.

performance 91%
High resolutions and fast operation make it a winner.

value for money.............90%
Just over £300 for such a powerful system is great value.

OVERALL
The new leader in the 24-bit graphics race. **90%**

CyberStorm 060

■ Price: £949 ■ Developer: Phase 5 ■ Supplier: Gordon Harwoods ✆ 01773 836781

The fastest ever Amiga accelerator is racing towards the new A4000s.

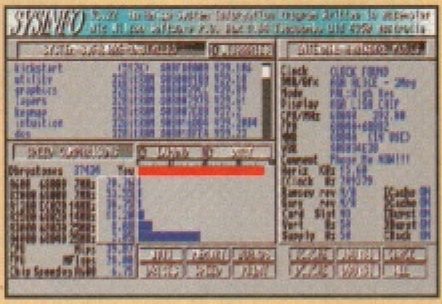
Cyberstorm 060 is the fastest Amiga accelerator money can buy. Along with the CyberGraphics card it's pencilled for inclusion in the new generation of the Amiga 4000.

It plugs into any A4000 via a Zorro III bus. It's also compatible with the A3000, although this is dependant on the Amiga having a compatible version of the Buster chip (the chip that controls the Zorro busses). Revision 7 Buster chips are not compatible, but everything seems to be fine with a revision 11 chip. Gordon Harwoods will be able to tell you if it's compatible with your particular machine. The other problem with A3000 compatibility is that the CyberStorm will not fit into the standard A3000 case, which must be removed or modified.

Modular design

There are three parts to the CyberStorm, which fit together to make up one modular accelerator. There's the main control board that plugs into the Amiga, a smaller board mounted with the Motorola 68060 processor (pictured here) and third board that contains four SIMM sockets for extra RAM expansion.

The review model was fitted with a 50MHz 68060 chip, which is the final addition Motorola 680x0 series. The 68060 uses a number of cunning tricks in order to speed up its calculations. For example, there's dual superscalar execution (meaning that two integer instructions are carried out simultaneously), branch caching, instruction and data caching, deep pipelines and much more. Not you need to trouble your head with all of that stuff. Rest assured that these techniques are employed to make every happen as quickly as possible – in fact it is possible to get more than one instruction executed for every clock cycle which explains why the 66MHz version claims to offer over 100 million instructions per second for certain instructions.



▲ SysInfo doesn't quite know what's happening! The readings aren't too accurate, but look at those speeds: eight times faster than a 25MHz 68030!

Power up

Fitting the card into an A4000 is a bit fiddly. It's necessary to strip down the whole of your Amiga, and this includes removing the expansion card holder (which is not mentioned in the manual) to make sure that the board will stay seated when the further modules are plugged into it. There are only

two jumpers to change in the Amiga. Having them in the wrong position doesn't harm to the hardware, but you'll know they're wrong as your system will refuse to boot.

Once the thing is in place, the CyberStorm announces its presence by flashing the screen with random colours for a split second. Once you start running processor-intensive tasks on the machine, you can't help but notice the tremendous speed increase. Check the speed test and benchmark panels on this page for exact details.

Performance

To give you an idea of how the CyberStorm 060 can make a difference to your Amiga work, we ran a series of tests on a range of software that would usually have you sitting around for hours waiting for a result. The basic machine was an A4000/030 with a 25MHz 68030 CPU and a 68882 FPU. This same machine was then fitted with the CyberStorm 060. Here are our findings ..

Pagestream 3g could be described as a power application; it needs a lot of grunt to get it moving at a reasonable speed. Refreshing a typical 1024 x 768 pixel screen takes around 6 seconds on the 030 Amiga, while the CyberStorm finished the job in under a second.

Vista Pro 3 running on the CyberStorm took 66 seconds to render a test scene of the Grand Canyon; the 030 took a grand total of 666 seconds.

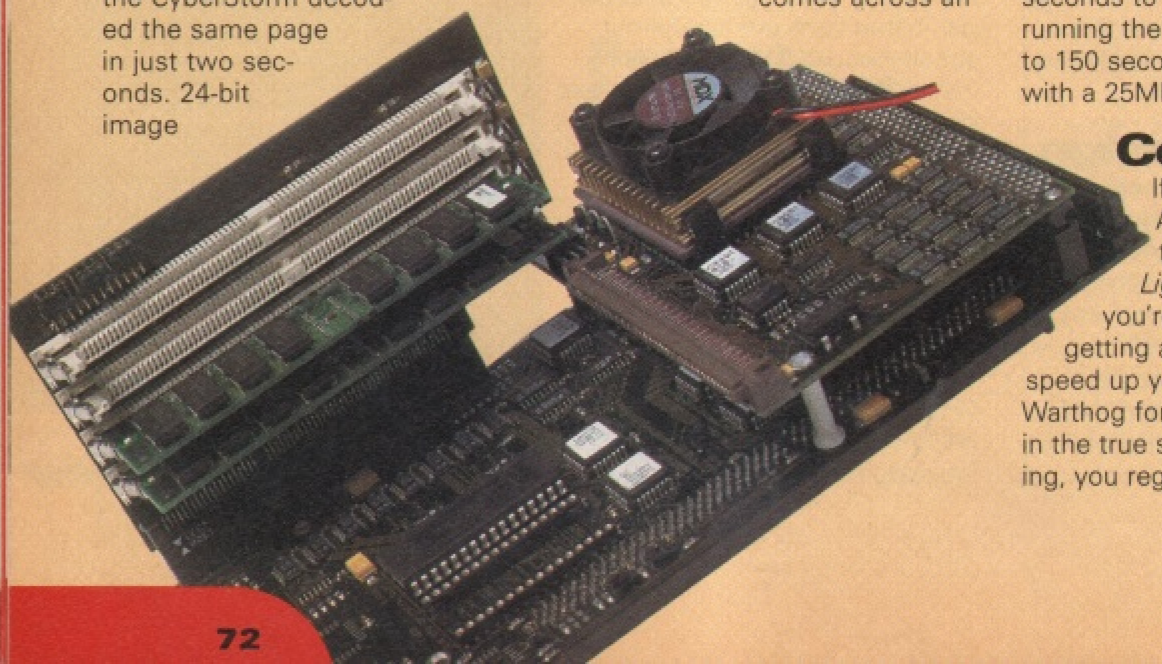
Perhaps more directly than others, for Internet users time is money. The longer you spend online, the higher your phone bill. *AMosaic* is the tool which is used to access the World Wide Web (a collection of sites carrying information on the Internet). When Web pages are downloaded, GIF images need to be decoded and this takes time. The 030 took 16 seconds to decode a page; the CyberStorm decoded the same page in just two seconds. 24-bit image processing is another of those areas that really puts a computer's power to the test. *Art Department Professional* has an effect called Twirl, which distorts an image as if it had been pinched and then twisted. The reference 030 Amiga took a mammoth 162 seconds to apply the twirl effect to a 24-bit 800 x 600 pixel image; the 060 did the same in less than nine seconds!

The final test used *LightWave* 3.5, the Amiga's premier 3D graphics and animation package. A test image was rendered at the maximum resolution using the 030 and then the CyberStorm. The CyberStorm took 33 minutes while the 030 took 4 hours 14 minutes. After the massive speed increases of the previous tests, this is a little disappointing, but it's still not bad at all. This isn't quite up to the speed of 3D Studio running on a Pentium PC, possibly because Pentium PCs normally have 256Kb of secondary level cache which can substantially reduce rendering times. However, the end results will usually be better from the Amiga-based *LightWave* system.

More room

There are two free slots on the CyberStorm card. A SCSI interface is already available, along with a SCSI interface that incorporates Ethernet and high speed serial ports. Phase 5 are investigating production of a secondary cache: maybe this would help with rendering. Upgrading to a 66MHz chip is a case of plugging one in and changing an oscillator. On the review version, this oscillator was soldered but it may be plugable on later versions.

The floating point unit on a 68060 is similar to the one on a 68040 in that it doesn't have all the instructions of a 68882 coprocessor in hardware. These need to be emulated by adding an extra library to the Amiga operating system. If the 68060 comes across an instruction for its FPU that is not supported, a CPU 'trap' is generated, software is called and the instruction is executed. This takes time. I would think that this would be exceptionally time consuming on a 68060 as a trap may have to cause the dual integer pipelines and caches to be flushed. It's rather like trying to drive your Lamborghini on diesel. However, the CyberStorm comes with software to try to patch some programs to run faster by avoiding this problem. The most noticeable speedup came when rendering a scene with Scenery Animator – rendering time dropped from 27 seconds to 17 seconds just by running the patch. Compare this to 150 seconds on a 4000/030 with a 25MHz 68882 coprocessor.



Conclusion

If you only use your Amiga for one application (such as *LightWave* rendering), you're probably better off getting a dedicated box to speed up your work (such as a Warthog for example). However, if in the true spirit of Amiga computing, you regularly use a number of different applications, often simultaneously, then this is definitely the accelerator to go for if you want the maximum possible speed increase. It's certainly not cheap, clocking in at almost £1000. That cuts out all but the most affluent of the amateur Amiga user base, but professionals should find it soon pays dividends, when projects are completed in a fraction of the time taken by a standard A4000. ■

Nik Lines

Speed tests

We put the CyberStorm 060 to the test on a variety of processor-intensive tasks. The tests were carried out first on an A4000/030, which is powered by a 25MHz 680EC30 with an additional 68882 FPU (floating point unit). Then it was the turn of the CyberStorm 060. Identical scenes and pages were rendered on both systems. The results are astounding.

Speeds according to Sysinfo 3.11:

CyberStorm 060	25MHz 030
MIPs: 39	MIPs 4
MFLOPs: 28	MFLOPs: 0.7

Scenery Animator frame render time:

CyberStorm 060	25 MHz 030
17 seconds	150 seconds

PageStream 3g screen refresh time:

CyberStorm 060	25MHz 030
0.5 seconds	6 seconds

Vista Pro scene render time:

CyberStorm 060	25 MHz 030
66 seconds	666 seconds

AMosaic WWW page decode time:

CyberStorm 060	25 MHz 030
2 seconds	16 seconds

AdPro Twirl operation time:

CyberStorm 060	25MHz 030
9 seconds	162 seconds

Lightwave 3.5 scene render time:

CyberStorm 060	25 MHz 030
33 minutes	4 hours 14 minutes

CYBERSTORM 060

A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

system requirements: Kickstart 3.0 or higher

ease of use 80%
A bit tricky to fit, but works fine with system legal software.

performance 93%
It's extremely fast, and will totally revolutionise your Amiga.

value for money 65%
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1200

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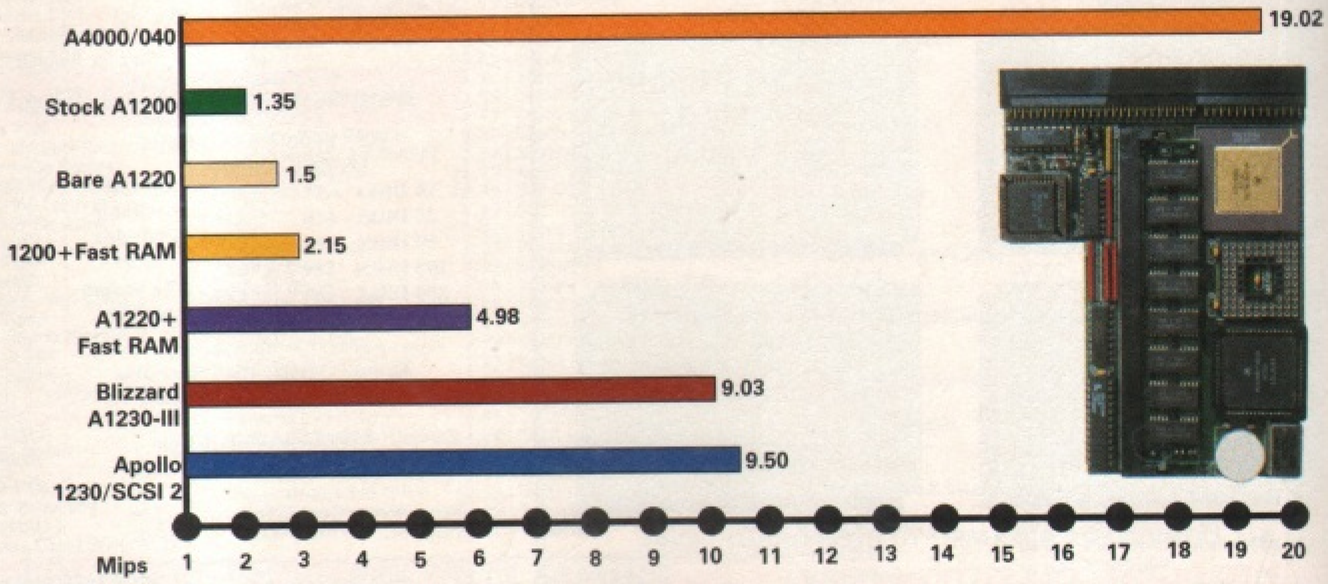
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Apollo Turbo 1220

AMIGA SUPERSTAR

■ Price: £99(No RAM) to £229.98(4Mb) ■ Supplier: Visage Computers © 0115 964 2828



Although outpaced by the more expensive accelerator the Apollo 1220 represents a very good price to performance ratio. All of the RAM boards shown in this graph are at least twice its price.

Accelerators are big business for A1200s. Little wonder when the standard A1200 has so little CPU horsepower for current demands. The increased speed as a result of the simple addition of fast RAM is amazing. It cures the chip RAM bottleneck and speeds your machine up by around two-three fold. Without fast RAM, then an 1220 board like this Apollo will only be around 11% faster than a standard 1200!

The Apollo A1220 may only capable of being expanded to 4Mb but that's enough for average user's needs. Couple this with the reasonable price and you're onto a winner.

The Apollo represents astounding value for money when compared with a 68030 card. Consisting of a 68020 running at 28 MHz it has twice the stock 1200's 14MHz speed.

The board is also fairly well constructed. It may not quite to Phase 5's Blizzard standards but it's certainly not low quality by any measure. A penny change from a hundred quid gets you a 28MHz 68020 and 68882 FPU combination. It should take double sided SIMMs but unfortunately the positioning of the CPU doesn't allow the necessary room so instead PS/2 single sided units are recommended.

One big problem I came across is that there's no insulation on the back of the circuit board where the 1200s RF shield can (and did while I was testing it) cause problems. I had to insert a piece of paper between the board and shield to avoid grief.

Speed wise, though, you can't fault the Apollo. It's very impressive indeed. Although it's obviously not at clocked 68030 card standards, it still blows basic 3000 and 4000/030s away – in the memory speed department it was 50% faster than either – and at a minor fraction of the cost!

Another advantage is that it runs cool, unlike the more powerful 030 units and so may avoid the need for a heftier power supply if you're using a hungry 3.5 inch IDE drive too.

I recommend this unit to the A1200 owner on a budget but only with 4Mb included. It will be like owning a whole new machine.

■ **Mat Bettinson**

90 %

Mega Mouse-Plus



■ Price: £12.95 ■ Supplier: Gasteiner © 0181 345 6000

The standard Amiga mouse was about as useful as a bamboo cane for cricket. It wasn't particularly strong, had a low resolution and picked up dirt easily. It was the first thing most new Amiga owners replaced as soon as they had the chance.

However, it's important to bear in mind when you are replacing a mouse you should spend a bit more to get a really good one. If you are a regular user of games or technical software you'll notice the difference that quality makes. And you don"t have to spend a fortune to get the results you need.

Mega Mouse Plus is a 400 dpi hi-resolution mouse that provides precise and detailed movement with pinpoint accuracy. I had to turn the acceleration down right away and after that it really impressed me.

Unfortunately the movement is a bit too slippery at times, but I suppose it's better this way than being too stiff. An even bigger problem, which I suspect is isolated to the mouse I tested, is the fact that the left button was far too spongy, almost unusable. It looked out of line and the other buttons were fine, but unfortunately there was no means of adjusting this.

In all, being a three button mouse is a definite plus. Using the mid button to flip screens is a welcome addition.

The price is also very good value as well. If the left button worked to the same standard as the others, this would be my ideal mouse so I'm going to score it on that basis.

However, it would be best to make sure that you can change it, though, if it proves faulty like ours did.

■ **Mat Bettinson**

85 %



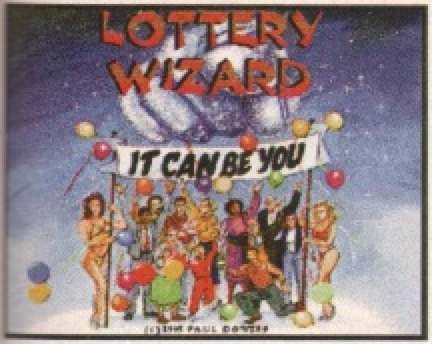
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PRODUCT KNOWLEDGE
8 full time Knowledgable staff to assist you.

Lottery Predictors

O have to say it: crap or not? Let's face it there's a 14 million to 1 chance of winning the national lottery, so entering is fairly risky if you are looking for a safe return on investment. But with such high stakes there's been a swarm of software promising to give you the edge in this new national pastime. This software uses various methods which the authors claim will increase the chances of a pay-out (even a tenner comes in handy), most of which rely on analysing patterns evident from previous results. Finding these patterns and creating a new selection based on them is no mean feat but that's exactly what they claim to do.

Lottery Wizard

Lottery Wizard is the only commercial package for the Amiga that we know of. Oddly, the disk is





▲ Lottery Wizard. Deceptive packaging makes this look like a CD but it's a regular floppy disk inside. The disk contains both Amiga and PC versions.

a dual Amiga and PC disk with the Amiga version being usable directly off the floppy. Examining the disk, the ominous 'A' icon is present for the main program signifying that it's written in AMOS.

Running it, you're greeted by a large family holding balloons, a terrible tune and some jerky blobs bouncing at the bottom of the screen that are probably supposed to be lottery balls. The rest of the program is thankfully silent. Very bland graphics and limited options are the hallmarks of this effort. It does draw some graphs of frequency distribution and print the numbers out too, but not on official forms. It handles the well publicised Wheeling system too.

In the final analysis though I just wouldn't bother lashing out £9.99 for this. It lacks the feel of quality and is no fun to use.

35%

Available from: WPD Intl, Corporate Head Office, PC House, St Johns Road, Westcliff-On-Sea, Essex SS0 7JY. Tel: 01702-434646 Price: £9.99

MP Super Lottery

This is more like it. *Super Lottery* oozes quality, allowing keys to be used as well as the mouse and, lo and behold, there's no rubbishy music. *Super Lottery* also prints to lottery slips or paper, which makes a lot of sense. It has nice animated balls that appear with a rather unrealistic, but cheerful enough whoop and a clunk and if you toggle the voice option it will even tell you what the numbers are.



▲ Super Lottery's special effects are a laugh.



MP Super Lottery has several calculation methods including Random, Points System, Gold Selection, Popular Numbers, Warm Selection, Mid Range, Cool selection and MP's Super Six, so there's no shortage of options to help you spend your quid. In the Statistics menu it also has entertaining ways of displaying the numbers, the Warm selection gives you a little fire on top of the balls, for instance. And for only £2.00 it's a more realistic proposition in such an unreliable world.

78%

Available from: Michael Pratt, 10 Rivers Road, Yeovil, Somerset, BA21 5RJ. Price: £2.00 + .50p P&P.

Two weekends in a row myself, Alan and Tony bet two quid a piece on numbers generated by both of these predictors. We won nothing. But we had more fun winning nothing with MP Super Lottery. ■

Mat Bettinson

Techno Plus

Amiga Control Pad

■ **Price: £12.99**
■ **Developer: Techno Plus**
✆ 01604 768711

The Techno Plus Joypad is a handy piece of kit and no mistake. The fact that it looks like a fat mini spaceship, and feels far too bulky when you first use it belies the fact that once you get used to the way it feels it does fit rather nicely. Although its weight continues to be an annoyance you'll only really



notice this if you are used to the slimmer and lighter CD32 joypad or the admittedly non-Amiga compatible Nintendo SNES pad.

Using a Joypad or 'stick is a matter of preference. I find that some games, platformers and shoot 'em ups in particular, both of which tend to use all eight directions, really benefit from the pad, while driving games and beat 'em ups are better with a joystick.

Apart from some initial stiffness from the three buttons (button 3 doubles up for button 1) the only lasting criticism I have is the direction pad. Although all eight corners are reliably accessible I found it a tad too well cushioned, it really needs a positive push to work.

With useful turbo and auto fire functions and an attractive, if slightly wasteful, plastic wallet included in the box, the Techno Plus is well worth £12.99 and will probably last forever. But I would hold onto your joystick too, for those difficult moments.

PS, Techno Plus, how about a replacement for that flimsy old four-button CD32 pad eh? ■

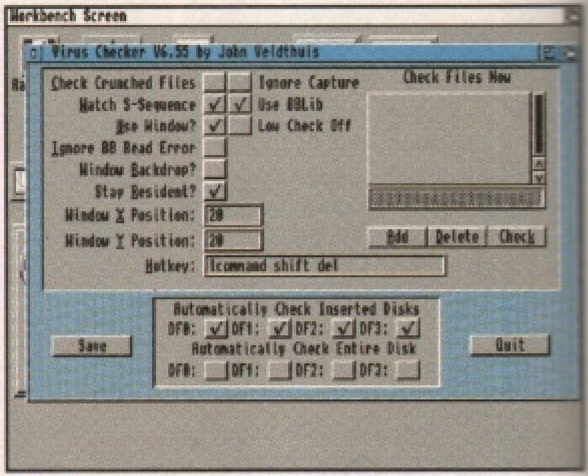
Alan Dykes

82%

Siegfried AntiVirus

■ Price: £39.99 ■ Developer: Siegfried Software ■ Distributor: Siren Software ✆ 0161 796 5279

The word virus strikes fear into every Amiga user. Years, months, days of work can all be wiped away within seconds by one of these things. What can we do about it?

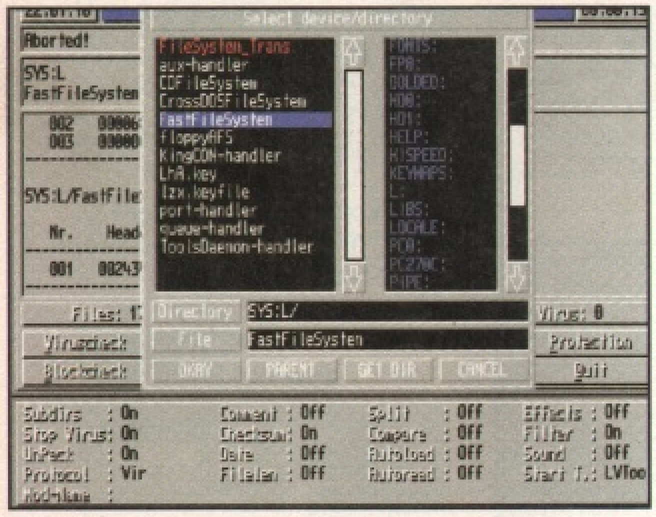


▲ John Veldthuis' shareware Virus Checker is updated regularly and can be iconified to a discrete tool bar on your Workbench to run in the background.

You've had your Amiga a long time, you've lovingly collated lots of handy programs, games and utilities. Imagine the feeling of annoyance if, in the midst of using one of your favourite programs, a strange message or creature pops up on your screen and won't go away. Imagine then the feeling of despair if this little irritation begins to wipe way all your software. It's a nightmare scenario that unfortunately happens all too frequently thanks to things called viruses.

The cure

For a program such as *Siegfried AntiVirus* to be effective, not only must it know all about every evil link virus from hell on the Amiga but it must be able to be updated on a regular basis. Only then has it any hope of holding its own against exposure. Even then ... I'm sure no program will claim to know about all viruses out there. However, they seem to have tried. In *AntiVirus*, I counted 119 link viruses it knows about displayed in the brain file viewer. The brain file is the interchangeable database of viruses. You would drop in a new one rather than a whole new *AntiVirus* program. Quite whether it knows what to do with all of them when it finds them, is another matter.



▲ Siegfried AntiVirus is bristling with features and may look pretty to start with but is it desirable to run this screen all the time?

Siegfried AntiVirus has some other rather neat features. Analysis of boot blocks to decide if unknowns are likely to be a virus by recognising code designed to do benevolent and malevolent actions. Also scanning disks on a block level rather than a file level is welcome. *AntiVirus* is decked out with some rather innovative features too. Many of which I'd never seen before. Handing the Hard Drives equivalent of the boot block, the Rigid Disk Block, is one. This is extremely forward thinking since there aren't any known RDB viruses. Yet.

Symphonic virus checker

While *AntiVirus* has some excellent features, the interface is a custom graphic affair that the manual claims '... is operated by the most advanced graphics cards'. However, it only occupies a tiny portion of the top of my screen and doesn't seem to be able to resize on higher resolution screens. Also, I really hate custom requesters and *AntiVirus* is full of them.

The package comes with a load of sound samples and modules. Good lord, a symphonic virus checker. I can't see the point since of that as if you wanted sound modules, you would load up a module player.

Installation is a matter of running from floppy first and then installing it onto your hard drive.

I have little doubt that *AntiVirus* is a powerful program and if you are obtaining a lot of suspect new software, *AntiVirus* may be a good investment.

However, the shareware *Virus Checker* program is the current popular virus checker around. It's a standard style guide compliant Workbench window that works well iconified, is updated regularly and doesn't cost a bean. I would always use both if I had to handle a lot of suspect software. But I'm not sure the updates will be as regular and comprehensive as the shareware *Virus Checker*. And as *AntiVirus*' custom interface is plain annoying to load up and deal with.you might be better off opting for *Virus Checker*. ■

Mat Bettinson

What is a virus?

It's a program that's capable of convincing your machine to replicate it somewhere so that it's likely to be activated again. This carries on so that the virus may spread. Once the virus is activated, it may harmlessly replicate itself or, more usually, it can cause damage to your system. It's this aspect of damage that has inspired the wave of paranoia as users are frightened of losing all their valuable software. There are few main types of virus. The early ones installed themselves on the 'boot block' of floppy disks. When they were booted, they installed on every other disk inserted. Being very easy to deal with (I.E. the WB 'Install' Command will clear a disk) all checkers should handle this and Siegfried AntiVirus is no exception. However, the more tricky virus is a newer, the harder it can be to detect. This are called link viruses. They attach onto files on your drives meaning they can infect HDs too. When the files are run, they activate the virus that looks for other files to latch onto and so on. Many of these know about hard drives and will target yours for nasty damage if it gets on your system. There's no easy way to check these. A virus checker must know all about all the viruses around and know how to remove them from your files. A daunting task.

SIEGFRIED ANTIVIRUS

A500 / A500+ / A600 / A1200 / A1500 / A2000 / A3000 / A4000

system requirements: 1Mb, Workbench 1.3 and higher, HD installable.

ease of use 68%
Must run on own screen. Custom graphics could have been better.

performance 85%
Quick and comprehensive. Powerful features.

value for money..............75%
Some aspects are inferior to shareware but if the updates flow, not bad value.

OVERALL
Competent virus checker. **75%**

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GOLD FISH

GOLD FISH I — Fred Fish has been serving the Amiga PD market since inception, in 1985. His utility disks were very popular and has led onto these two gold compendiums. Really, you can't go wrong with these. ...D FISH I £23.99

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The Fresh Fish range of CDs are very popular with the avid collector of Amiga public domain. All volumes are DOUBLE CDs. Volume 9 contains: the complete set of GNU tools, including EMACS, text utils etc, the Commodore N.D.U.K., PasTeX inc 60MB of pk fonts, FAX fonts, 600 DPI fonts, hardware and software reviews, and many more files.

VOLUME 8 £23.99 — VOLUME 9 £24.99

CD-ROM Round up

Music, games, comms, clip art graphics, you name it these CDs have got it and lots more. Mat Bettinson is your guide.



World of Clipart

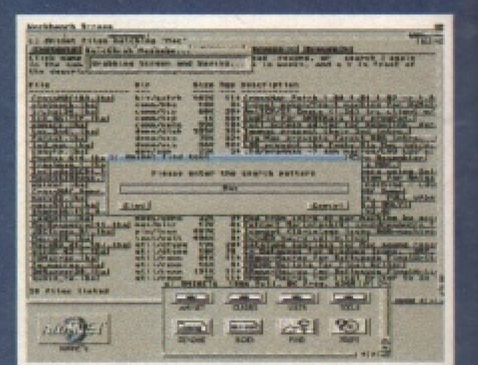
This is two CDs worth of images stored as GIF, BMP, IFF, TIF, CDR, GEM, PCX, WPG, *Pagesetter, Prodraw*, Jpeg, EPS, Colour GIF, Colour BMP & Colour IFFs. Around 40,000 clips allegedly. However, it seems much of the same clip art has been duplicated in different formats. I don't really see the point in that. All of the clips should really be in the format that best suits their make-up and can be converted as needs be. Some of them do really look like proper clip art and some are just pictures selected at random. Overall I don't get the impression that this would be a good clip art collection. Some of the formats are practically useless except for bizarre PC software (this is a multi format disk). The bulk of the clips seems to be in PCX and GIF. Maybe it would compliment an existing collection though I've seen better CDs than this.

Available from: EPIC Marketing, Victoria Centre, 138 Victoria Rd, Swindon Wilts SN1 3BU.
Tel: 01793-490988
Fax: 017930514187
E-Mail: epic@epma.demon.co.uk
Price: £17.99



65 %

Aminet 6



In a way the Aminet is the source of all freely distributable software on the Amiga. Most shareware authors choose to upload their software to the Aminet as it guarantees their work will be worldwide within a day and shovelled onto a CD every few months. This is the latest shovel CD and it's packed full of such a wide variety of items that it's bound to appeal to everyone. The business files make up 29Mb and range from spreadsheets to databases. There's lots of internet software included such as *Term*. Budding programs could take a look at all the programmers' utilities and languages.

There's also plenty to read in the shape of news, reviews and FAQs. The list goes on and on ... including 101Mb of music modules which span techno, ambient, rock and easy listening and 136 files of graphics software covering rendering, painting and processing. And to go with the graphics packages there's 140 picture files. Games also get a look in on this CD ranging from platform to shoot em up to adventure. I could go on. If you have a lifetime to spare or at least a couple of weeks you could get through all the stuff on this CD. Very good value if for the number of things alone. An essential purchase for CD-Rom owners. Every Aminet disc is always full, archived and comes with an excellent searching tool. The best there is.

Available from: GTI, Grenville Trading International Gmbh, Zimmersmühlenweg 73, 61440 Oberursel, Germany.
Tel: +49-6171-85937
Fax: +49-6171-8302
E-Mail: Compuserve 100336, 1245
Price: £14.95

95 %

Magic Illusions



This may be the latest instalment in a fiendish plot to sell loads of old 70s wallpaper. These blotchy patterns are supposed to morph into magnificent 3D images. Allegedly. Well we aren't convinced. The latest theory is that it's an 'Emperor's new clothes' syndrome. No-one can see them and those that can are pretending to save face. Well... OK so maybe some people can see them but none of us can. I stared at a multitude of pics on this CD for ages attracting some funny looks as my eyes somersaulted in 3D, attempting to perceive the miracle. If you can see these then perhaps you'll derive some entertainment from this dual Amiga and PC compatible disk. A front end viewer is supplied along with some programs to create your own from pictures containing depth information. Overall it seems a reasonable exploration in 3D stereograms so might be worth a look if they light your fire. I just got a splitting headaches.

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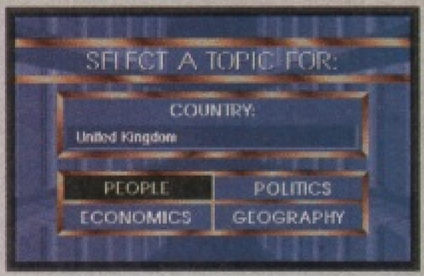






60 %

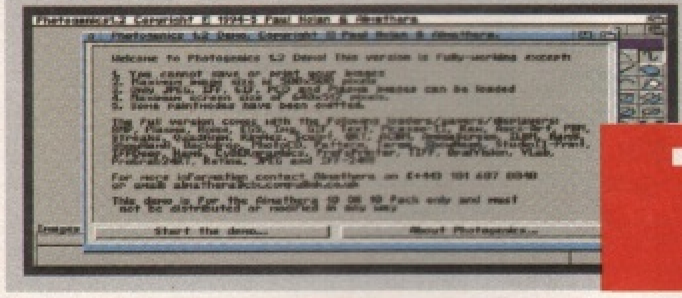
Almathera Ten CD pack



The Almathera 'Ten on Ten' is very good value for money. At just £4 each the CDs are a bargain. Although the CDs vary in quality, the overall package is definitely worth a look. One minor niggle, though, is that the CDs are cased in little environmental friendly cardboard wallets which makes it impossible to get the disks out without pulling on the CD itself with your fingers. But at least it's saving the environment and its packed with goodies. Here's a quick rundown.

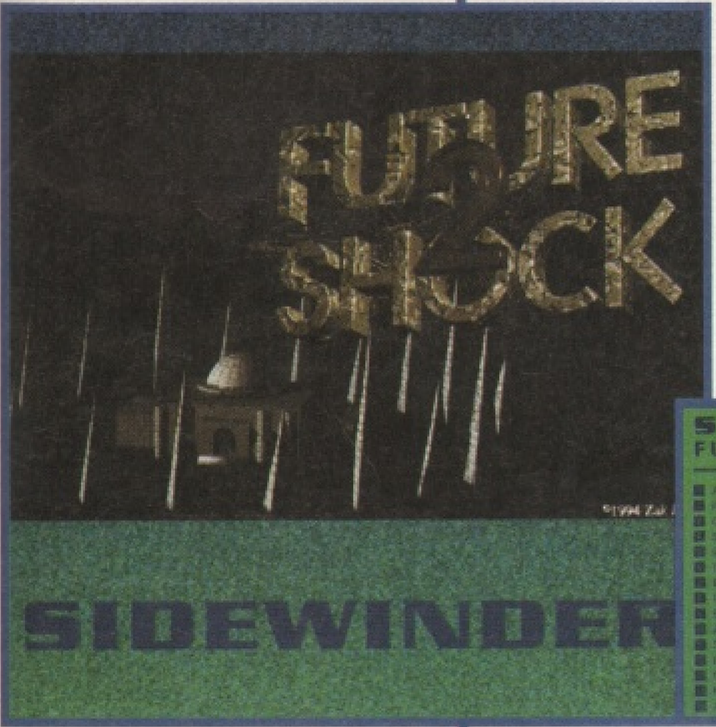
The first disc Comms & Networking is a bootable disk that has your obligatory Parnet/Sernet networking solutions on hand. Handy if you're running the disk on a CD32. It also contains several utilities, docs and loads of reference material. Its only 200Mb but darn handy to have on one CD. The second disk, CDPD, is a very large collection of uncompressed PD disks. CDPD 2 – the third disk is a collection of more PD stuff such as JAM, Scope and Fish disks. The fourth disk, Demo CD, is a mix of mods, fonts, source code, anims and pics. The fifth disk, World Vista, is our favourite. It is filled with information such as geographic, music, language etc on every country in the world. The sixth disk is an illustrated Works of Shakespeare – handy for academic reference. Pandora's CD the seventh CD is a multimedia demonstration mostly about Optonica. *Team Yankie*, a very ordinary strategic tank game, finds it way onto the eight disk. This game would actually fit on a floppy disk but Almathera have digitised the manual and included some viewers. Bit of a filler methinks. Disk nine holds a photo library which contains an assortment of pictures in many formats and includes a demo version of *Photogenics*. Finally, disk 10 is packed with 190Mb of various clip art and fonts.

**Available from: Almathera, Southerton House, Boundary Business Court, 92-94 Church Road, Mitcham, Surrey, CR4 3TD. Tel: 0181-687-0040. Fax: 0181-687-0490
E-Mail: almathera@cix.compulink.co.uk. Price: £39.95**



75 %

Future Shock 2



This is an audio CD from the famous Amiga music composer, Eric Gieseke otherwise known as Sidewinder. The music on this CD is output by an Amiga but remixed with some external sound processing to give it a marked improvement in quality. Starting off with some strange techno edits, it moves into some rather laid back tracks and then back into some vigorous techno cum dancey tracks with more strange edits at the end. You've probably figured out that the strange edits are a recurring theme. It's hardly possible to maintain a fix on a song before being catapulted into another different riff.

This CD is anything but easy listening. I tended to enjoy the tracks that I calls 'music' ie with a melody while Tony enjoyed the techno bits that sounded like cash register music to me. Certainly the quality of samples is there and the musical style is very progressive. If any of this sounds like your scene then I urge you to give it a spin. After all, you only have to play the tracks that appeal to you and it's a fine example of what can be achieved with an Amiga as well as being an album of competent quality in its own right.



**Available from: SWS Productions, 8611 Cape Valley, San Antonio, TX 78227 USA
Price: $15**

80 %

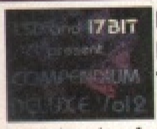
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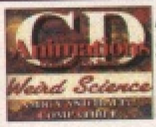
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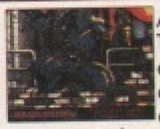

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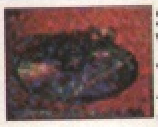
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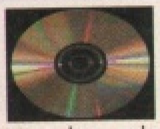
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PD Scene

Games are on the rise this month as Tony Horgan and David Cassidy dip into the public domain lucky bag..

Nightmare Before Christmas
klondike AGA cards





I've spent hours playing *Klondike*, but I suppose that shows you what a thrilling social life I have. The card sets you can get for the game are getting better and better. We've had Hajime Sorayama, Cindy Crawford, C64 games, and a whole lot more. Now we get cards from Tim Burton's animated feature film. They're not at all bad. The picture grabs aren't that hot – some are a little blurred from the video source – but the variety of images makes up for any slight lack of quality you may notice. Well worth a look for Klondike fans. And if you're not a Klondike fan take look anyway you'll be pleasantly surprised.

Available from: Network PD, 125 Nicholson Road, Sheffield, S8 9SW.
Tel: 0114 281 0398. Disk No.: G438.
Price: £0.75 plus 50p P+P.
Cheques & postal orders made payable to J Shaw

78 %

Moments
AGA demo

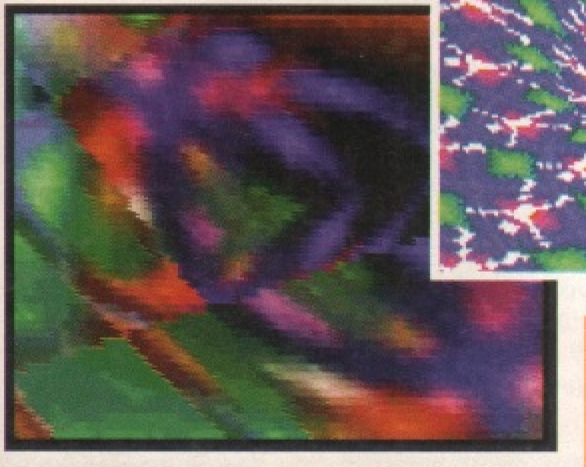


Demos have always been showcases for pushing the machine to the limits. In this Old Bulls production, there are moments where that ethos shows through, and others when they take the easy route. The highlights are those moments where the design comes to the fore: when the music synchronises beautifully with the action; when boxes spin and morph; pictures rotate, zoom and warp – all in time with the excellent music module. The coding achievements are impressive too, with some extremely complex Gouraud shaded objects, such as a face and a rubber duck

Amongst all this are some stunning visuals, such as a black hole effect in which various textures fall into the screen. It looks amazing – perfect dance video material. It's assembled well, with lots of those little twists and turns that make a good demo so enjoyable.

Available from: Network PD, 125 Nicholson Road, Sheffield S8 9SW. Tel:0114 281 0398. Disk No. D718.
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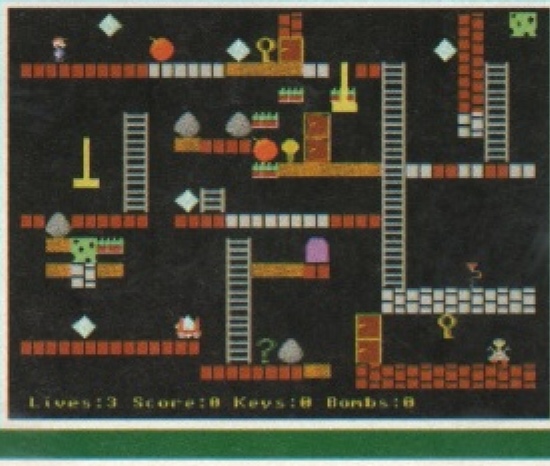


83 %

Jump 'Em
game



The idea here is to jump across floor tiles in the right sequence to get to the finish. The tiles disappear once you've touched them, so you can't retrace your steps. The first few levels are outstandingly easy but they get progressively harder as different types of tiles are introduced, such as those which take two bounces to get rid of. If you make a mistake, you have a reserve of five emergency bridge tiles to get you back on track. The presentation and animation of the main character is excellent, although the music will annoy very quickly. A nice game to play for a while, although I have my doubts about its longevity as it can a bit repetitive.



Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1.00 plus 50p P+P.

73 %

Lost It
music demo

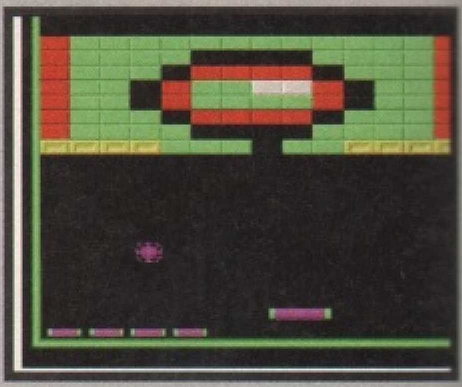


Three modules are here, all by Tony Kinnear and they show quite a pleasant variety. The first mix of 'Lost It' has a cute feel, with a heavy breakbeat influence and some nice, chunky samples. The second mix has a bleepy flavour to it, increasing its bounceability! Following that is a version of Leftfield's 'Not Forgotten', given the Phat Trax treatment. A few good modules, although one more individual track wouldn't have gone amiss.

Available from: Tony Kinnear, 31 Thrift Green, Brentwood, Essex. Price: £1.00 plus 50p P+P.

75%

Springtime
game



Puzzle games are getting more devious by the month and *Springtime* is no exception! The idea is to flip the tiled floors through their axes to make a spring jump onto a target square. As you move the floors, gravity shifts certain tiles around and others disappear completely.

The graphics and sound are extremely well done, and the gameplay is strangely simple yet complex. Here we have a game of hugely addictive proportions. If you want your brain exercised a little, and have fun whilst you do it, grab *Springtime*.

Available from: Network PD, 125 Nicholson Road, Sheffield, S8 9SW. Tel: 0114 281 0398. Disk No.: G436. Price: £0.75 plus 50p P+P. Cheques & postal orders made payable to J Shaw.

87%

Winning Post
racing simulation

It's all very well going to the local racecourse with a few friends in your tweed and your finery, but here's a game to take the hassle out of making poor bets and losing all your money. Winning Post sets up races, provides information on the horses, allows you to place bets and then watch the results.

Up to six players or teams can participate, studying the form and taking their chances. No racing knowledge is required as all the terminology is explained in the excellent documentation. Rob Massey, the author, has produced a very refined product here. There's even a running commentary on the races themselves! A very well presented package.

Available from any CLR dealer, such as: Essex Computer Systems, 15 St Nicholas Road, Tillingham, Near Southminster, Essex CM0 7SQ. Tel:016 21778778. Disk No. CLG70. Price: £4.95 including P+P.



83%

Alien Inspiration
AGA demo

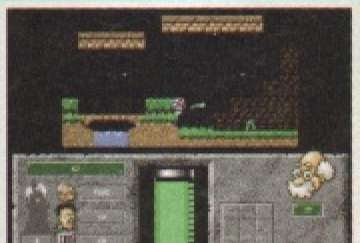


One of the best soundtracks for a while graces this demo from Passion. Plenty of moody filtered synth lines combine with shy breakbeats and Euro rhythms making for a groovy little number. On the graphics side, we've got some decent tunnels and spinning floor effects, mixed with some shaded vector routines. It could really do with some more and longer graphics sections, but short as it is, it's worth a look.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710 985. Price: £1 plus 50p P+P.

76%

Doctor Strange 2
platform game



As platform games go, this is pretty much standard. You jump around, collect objects and shoot enemies. Written in AMOS, this game shines as it's very polished. The graphics and sound are beautifully matched, with cute characters and crafted effects, whilst control is an absolute doddle. There are plenty of levels to keep you going, with password access to each one. I'm not sure whether it's better than the original, but it comes pretty close, so it has to be worth a look.

Available from: Telescan Computer Services, P.O. Box 1, Thornton-Cleveleys, Lancashire FY5 1SH. Tel: 01253 829292. Price: £1.00 plus £1.00 P+P.

85%

Battle Duel
tank game



The idea of two tanks firing at each other across a terrain has been around for decades, yet all the attempts at implementing it on Amiga have been simple and never really taken the game to any complex level. Here's the solution to that. This is a multitasking version of the game, with AGA or ECS textured graphics, in which up to four players can have a go at blowing each other to pieces.

The interface is of the Workbench (GadTools) style, making control very easy indeed. There are player, graphics and sound options to tailor the game to your satisfaction, and four kinds of play modes: normal duel, two-player, and two tournament modes (the latter being available only in the registered version). *Battle Duel* is easy to play, hard-drive installable, is likely to keep you occupied for many an hour.

Available from: Network PD, 125 Nicholson Road, Sheffield S8 9SW. Tel:0114 281 0398. Disk No. G435. Price: £0.75 plus 50p P+P. Cheques & postal orders made payable to J Shaw.

81%

Itchy and Scratchy 4
animation



Another Itchy and Scratchy cartoon gets the Amiga conversion treatment. The PD animation scene has been rather quiet recently, I'd guess mainly due to Amiga animators moving onto commercial projects. This one only needs 1Mb of RAM and is quite fun.

Available from: OnLine PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool, L37 3PX. Tel: 01704 834 335. BBS: 01704 834 583. Disk no. DA17. Price: 75p plus 75p P+P.

79 %

101 Games Pack 3
game compilation

101 PD games on seven disks? At the going rate for PD disks is £1 per disk and £1 post and packing, that would work out at £8 for the lot. But this collection is almost £12 including p+p, so they've probably got some really good games on here, and decent menu selection system too, right? Wrong. When you eventually get the menu to load up, you're not guaranteed that your chosen game will even work. I'd like to reel off some classic games that are in the pack, but nothing stands out. A poor effort.



Available from: Software 2000, 48 Nemesia, Amington, Tamworth B77 4EL. Tel: 0827 684969. Price: £10.99 plus 70p P+P.

38 %

Super Combat 3
game



Super Combat 3 is like a two-player version of *Cannon Fodder*, in that the only enemy is an opposing human. Extra interest comes in the form of mini missions within each level, which have you rescuing hostages and such like.

Although the pace and excitement of battling against a small army has gone, there's an enjoyable rivalry generated by the simultaneous two-player set up. You will need a friend to play with, as there is no computer opponent. It's rough around the edges but good fun all the same.



Available from: OnLine PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel: 01704 834 335. Disk nos. OG145 a+b. Price: £1.50 plus 75p P+P.

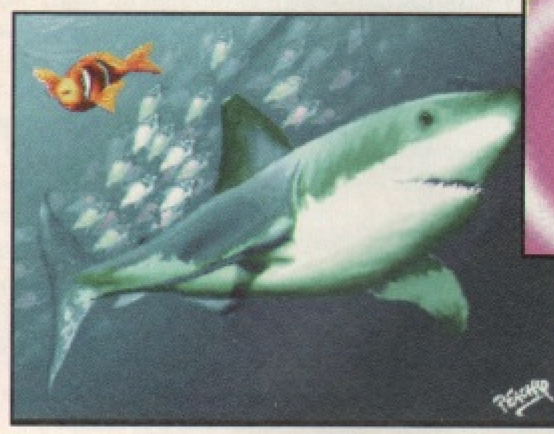
77 %

Gen X
AGA demo

If you're the kind of person who likes lots of slippery rainbow colours wobbling around on your screen, then join the club. Gen X starts off with a good selection of these effects, taking in rotating patterns and feedback sections along the way. It's a shame the graphics don't quite fill the screen or last for very long. Half way through it goes all ambient with a good still picture and some mellow music. Soon enough the blurred graphics are back again (hooray!) and it goes into overdrive, including the music which accelerates to about 200 beats per minute. After a shaded 3D table lamp hops across the screen and a scary shark puts in an appearance, it's off to the credits at the end. Top stuff!

By the way, the demo requires an extra 4Mb of Fast RAM, but it has problems with the Blizzard A1230-III.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710 985. Price: £2 plus 50p P+P.



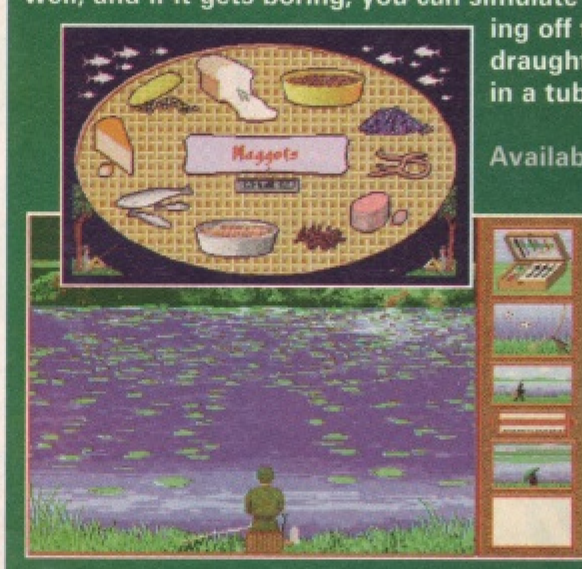


82 %

Coarse Angler
fishing game

Personally, I just don't see the point of fishing. Man used to be a hunter, but now we've got Sainsburys. Either way, if fishing's your thing then you'll find this bait more than tempting for a nibble. You select you waters, choose your peg, set up your tackle (ahem), select your bait, and the cast off. Next comes the unmissable, totally genuine, essence of fishing: you wait. And wait. Maybe wait a bit longer. When you finally get a bite you've got to do your best to reel in the fish, using skill, cunning, and your joystick.

The package is put together very well, with a printed manual accompanying the disks. The style is as you'd expect a fishing excursion to be – laid back. So although it may not be totally what fishing's about (you don't get those nasty stains on your fingers from the maggots) it seems to capture the whole experience fairly well, and if it gets boring, you can simulate night fishing by turning off the lights, sitting in a draught and sticking your feet in a tub of cold water.



Available from: Eastwood PD, 242 Hatherley Road, Eastwood, Rotherham, South Yorkshire S65 1QR. Tel: 01709 829983. Price: £1.60 including P+P.

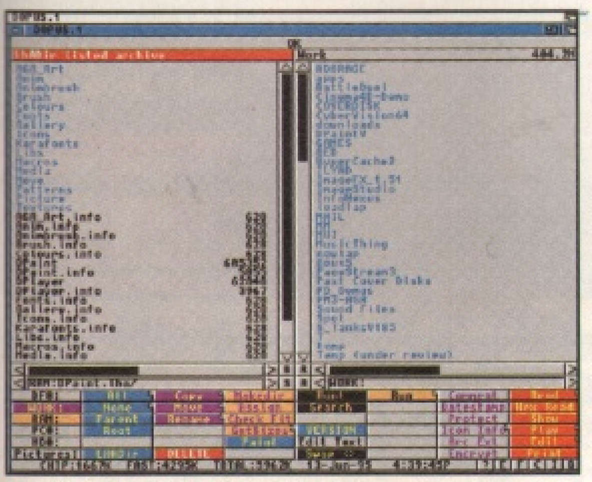
86 %

PD Utilities

They say you get what you pay for, but cliches are always proven wrong. Mat Bettinson takes a look at this little lot for proof.

DOpus Companion
DOpus utilities

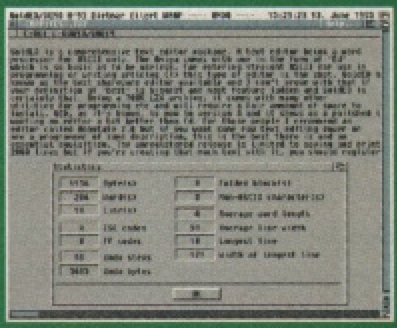
DOpus Companion which is a selection of hints and tips, buttons, icons, filetypes, hotkeys, requesters and *Arexx* scripts to turn *Opus* into much more than a directory utility. From compression to the magnificent LHAdir which allows *Opus* to treat an LHA archive as an actual directory viewed in a lister, this package is a must for everyone that's keen to capitalise on Opus and what it can do for you. Virus checking and *AdPro* anim compiling, it's all here and lots of handy text files to show you how it's done. Hell there's even a Twin Express driver to shovel files of a networked Amiga or CD32 via the serial port. *Opus* users get this now!



**Available from: Telescan Computer Services, PO Box 1, Thornton-Cleveleys, Lancs FY5 1SH.
Tel: 01253-829292
Price: £1.50 plus £1.00 P+P.**

85%

GoldEd 3.0
editor



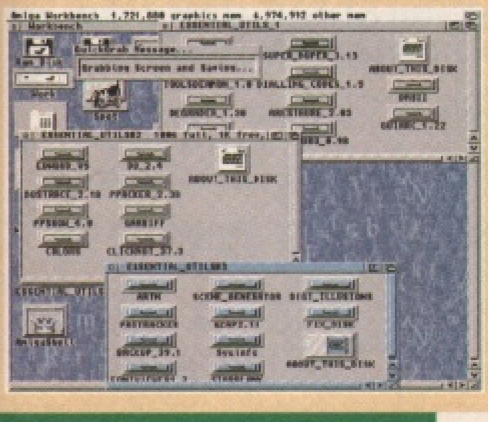
GoldEd is a comprehensive ASCII text editor package. The Amiga comes with a basic one in the form of *Ed* which could do with some improvement. And this editor is just the job. *GoldEd* is one of the best shareware editors available and is the most feature laden. Being a 700K LZX archive, it comes with many other utilities for programming etc and will need a fair amount of space to install. It's a polished program if a little too complex for someone just wanting an editor a bit better than *Ed*. For those people I recommend an editor called *Annotate 2.0* but if you want some raw text editing power or are a programmer this is the best there is and an essential acquisition. The unregistered release is limited to saving and printing 2000 lines but if you're creating that much text with it, you should register this product anyway.

Available from: Seasoft computing, Unit 3, Martello Enterprise Centre, Courtwich Lane, Little hampton, West Sussex BN17 7PA. Disk: 2273
Tel: 01903-850378
Price: £1.50 plus 50p P+P.

95%

Essential Utils
Utility compilation

Imaginatively titled 'Essential Utils' this is your usual attempt to compile someone's idea of the ultimate collection of PD utilities into a small space. In this case, three disks. The trouble is many of the versions end up being out of date and the actual collection is an odd mix of stuff and some of which you are most likely to have. Then again if you've just got into Amiga computing then picking up these three would give you a reasonable starter as far as real essential utilities. Degraders, archivers, back-up programs, directory utilities, screen blankers, disk copiers and salvagers, packers, grabbers and editors all make up this odd-mix. If that sounds like your idea of fun then give it a spin. The read-me file on each disk tells you what's on it and a bit about each program. Unfortunately a later version of *Powerpacker* than the one supplied has been used to crunch everything. Oh well. Better get CFX decrunch from another PD disk (sigh).



**Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 0392-493580
Price: £2.99 for the three disks plus 50p P+P.**

67%

MUI Applications
Magic User Interface utilities

You either love Magic User Interface (MUI) or hate it. Some say it's too slow and consumes too much memory whilst others enjoy customising all their GUIs, to exactly what they require. Already there are a number of applications that use MUI and this disk is a very small collection of them. However, it manages to include some really dire efforts. One gurued right away.

This disk is useless to you unless you already have MUI. I recommend picking up MUI to have a look at it anyway though not for unexpanded machine owners. Most of the utilities simply aren't useful enough to want to pick this disk up even if the GUIs can be turned into works of art. An oversized MUI clock? A stupid GUI with configurable (large) buttons to activate tasks? UHR and Tools Manager blow them away. Uncompressed and uninteresting, give this disk a wide berth. Get MUI applications that you actually want to run rather than just for the sake of running MUI.

**Available from: Kew II, PO Box 672, South Croydon, Surrey CR2 9YS.
Tel: 0181-6571617
Price: £1.50 including P+P.**

40%

Words 2.3
Spell checking package

Having been on a quest for a proper spell checker for some time, I was delighted to find that version 2.3 of this previously German only spell checker has grown an English dictionary. Previously you had to either use a Word Processor or the ancient *AZSpell*.

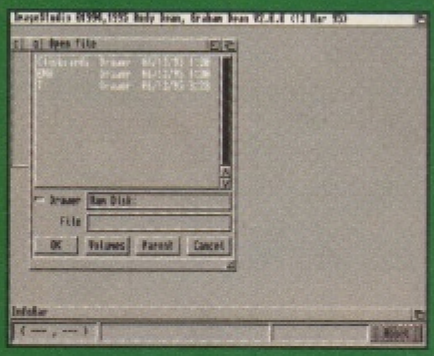
.The installer handles everything since it talks directly to *Gold Ed* and after asking to save the settings a few times,SpellIt (the actual spell checker that Words relies on) is installed in a menu. As I type this, my spelling is being checked on the fly. After typing a misspelled word, a requester pops up with suggestions. Very impressive in operation. Words that it doesn't understand are quickly added via the 'learn' menu option and are saved when exiting *Gold Ed*. Darn handy. With the addition of *Words 2.3, Gold Ed* really does turn into the best darn text editor I've seen on any platform.

Available from: Ground Zero Software (Dept CU), 4 Chandos Road, Redland, Bristol BS6 6PD. Tel/Fax: 0117-9741462 E-Mail: zero@ground.demon.co.uk. Price: £1.00 plus 75p P+P.

92 %

Image Studio 2.0
Image Processor

The Amiga is no stranger to image processing with some classic commercial products rivalling what's available on any other platform. However, not all of us want to lash out on this sort of utility if it's only the odd pic that needs a slight modification. Enter *Image Studio 2.0* with a range of operations for a variety of balance, effects, convolves and scripts. The usual operators are available from blurring to altering the colour make-up of the picture with a graph of what's done to simple image conversion between formats like GIF and JPEG etc. It scales the images into a mono preview window at any size. The image can be viewed when needed on its own screen. Cropping and scaling is also a doddle. This is a fantastic product with the only drawback that it will only process 250 x 250 images. Still for the casual dabbler, this would be a good cheap processor that is very powerful.



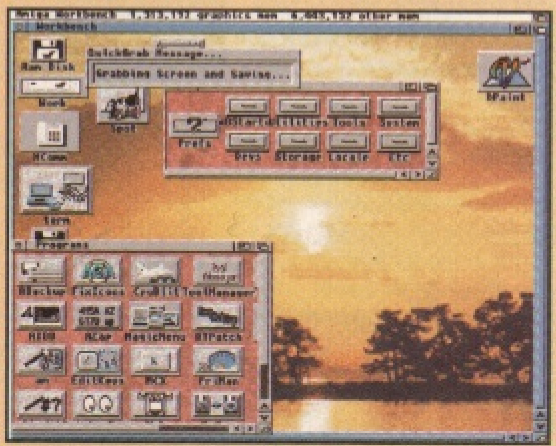
Available from: Seasoft computing, Unit 3, Martello Enterprise Centre, Courtwich Lane, Littlehampton, West Sussex BN17 7PA. Tel: 01903-850378. Price: £1.50 plus 50p P+P.

92 %

ColorWB
Workbench enhancement package

Arrgh! Not another Workbench enhancement package! Yep that's what it is except this one caters for those not keen on MagicWB. It uses the stock pallet and style and a few low colour depth backdrops of glamour girl shots. A good collection of icons for a range of programs are provided and even the essential Intel Outside backdrop.

Overall this is a rather basic collection. You'd do better to get yourself a nice MagicWB collection and a few add-ons but it is, after all, a matter of taste. However, you might like the standard WorkBench. In that case you should probably keep taking the tablets and let life slide by.



Available from: Pixel Digital PD, Stanley Dock Market, Regent Road, Liverpool 3, South 4, Pitch 121. Tel: 0151-2594 017 Price: £1.00 plus 50p P+P.

65 %

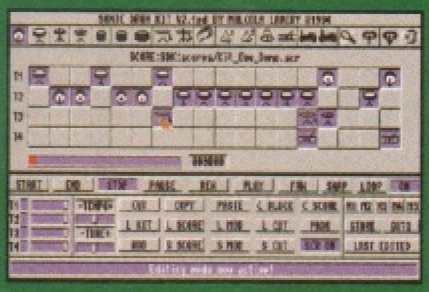
Sonic Drum Kit V2
drum machine

Sonic Drum Kit V2 is a simple GUI driven drum machine. Clicking on a drum icon and a box in the pattern view will add the instrument there. Unfortunately this is about the best aspect of this program. No keyboard shortcuts, everything must be done with the mouse. Even moving around in the pattern must be mouse controlled and all the functions are text labelled boxes. It quickly becomes a chore to hit 'start' and 'play' to hear the pattern again.

Sonic Drum comes with a few drum kits as standard but since these are specially provided with icons for each sound, there's no way to load your own samples. It provided about 15 minutes of entertainment before the mouse movements became tedious. Hell you can't even mix them from separate drum kits to make a decent one.

The best thing were some of the funny samples provided. However, I'd steer clear of this one, there's better around that's easier to use.

Available from: Malcom Lavery (author), 20 Shakespeare Avenue, Orgill, Egremont, Cumbria CA22 2HF. Tel: 01946-821732.. Price: £5 including *Code Name Nano* game.

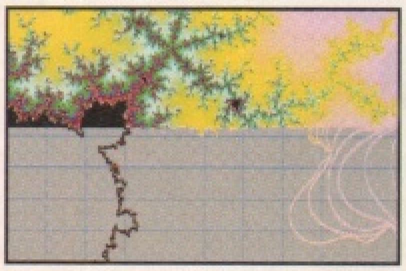


55 %

Mandela
Mandelbrot fractal generator

Oh no not another mandelbrot generator! Yes it is but this one's worthy of a mention for one reason. It has a rather unique way of drawing mandelbrots. It seems to find the boundaries of colours and draw them first filling in the details later. Very pleasant to watch it work rather than a 'brot filling the screen from the top down very slowly. Speaking of speed, Mandela is pretty nippy to boot. I noticed that if you have an FPU you are better off choosing floating point calculations to shift up the speed stakes. Drawbacks are that it only seems to be interested in PAL screen modes. Productivity and everything else seems to have vanished though I seem to recall running this on a graphics board so extra modes do work, just not the native modes. Shame really. Colour resolution up to 256 colours is catered for. Mandela is compact, fast and interesting. Definitely worth a look.

Available from: Seasoft Computing, Unit 3, Martello Enterprise Centre, Courtwich Lane, Littlehampton, West Sussex BN17 7PA. Tel: 01903-850378 Price: £1.50 plus 50p P+P.

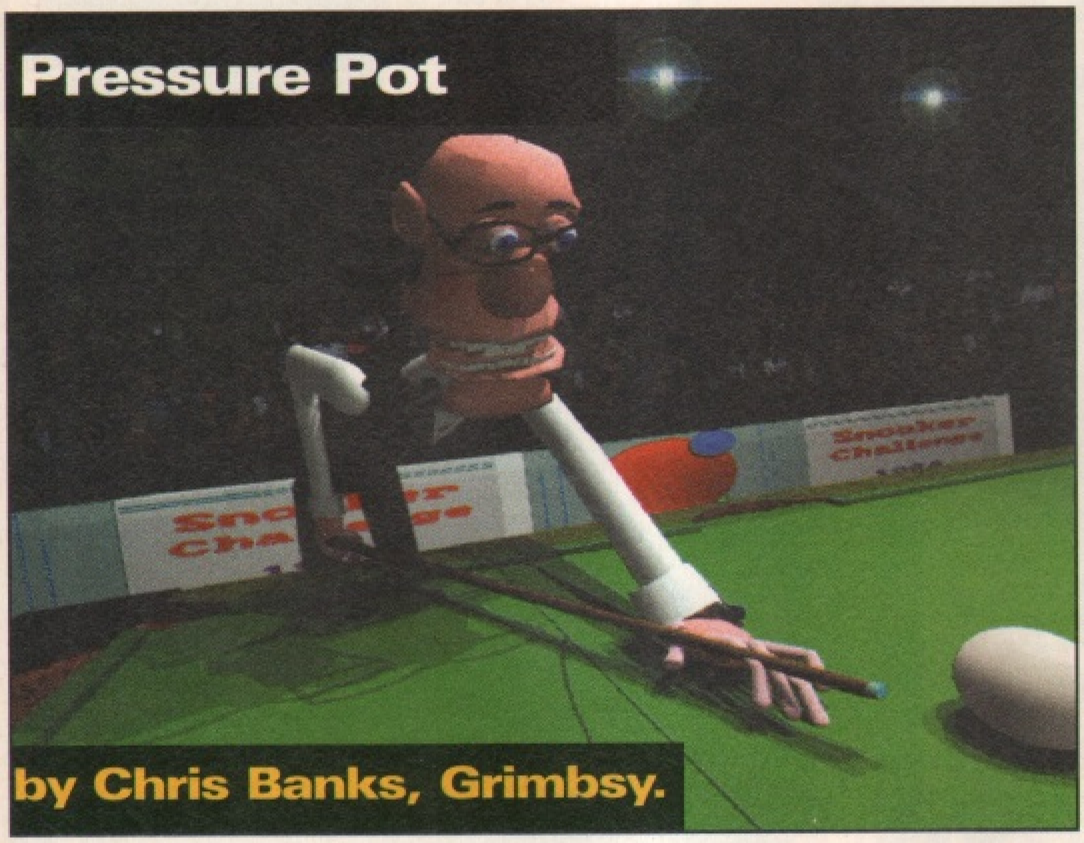


85 %

Art Gallery

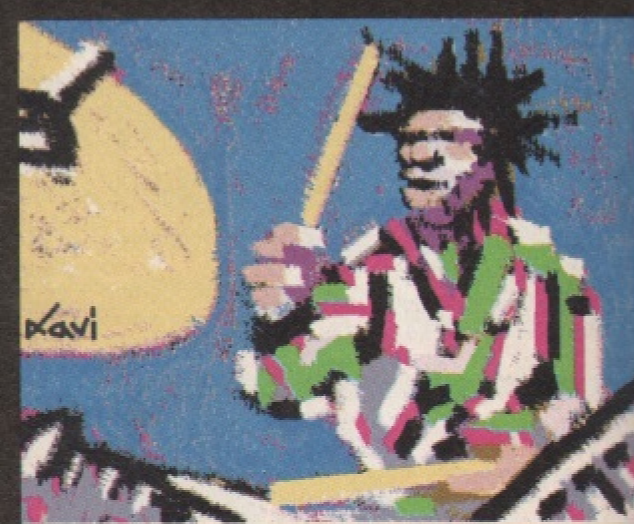
There's no need to limit your artwork on your Amiga to a few line drawings. Here's a few who certainly haven't.

Pressure Pot



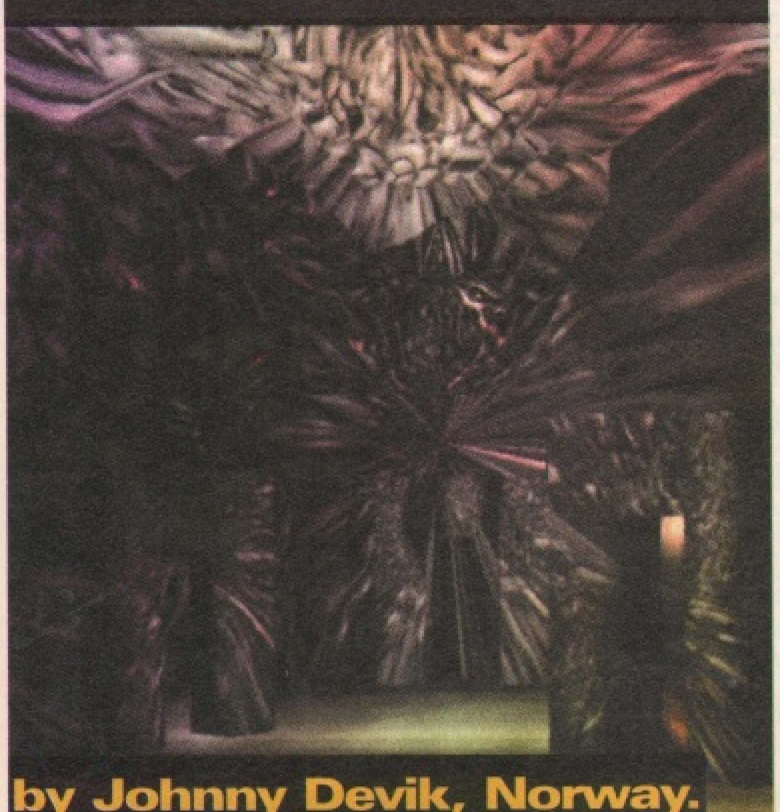
by Chris Banks, Grimbsy.

Banging A Big Drum



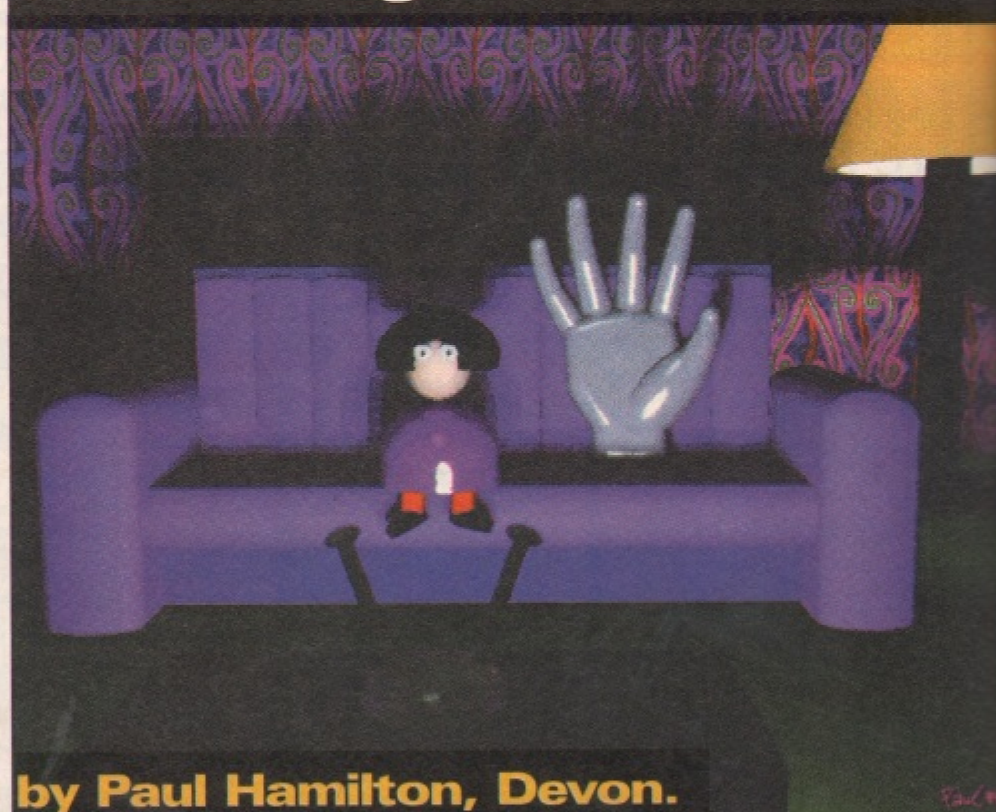
by Lavit Simon, France.

Plasmafield



by Johnny Devik, Norway.

A Quiet Night In



by Paul Hamilton, Devon.


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AMIGA workshop



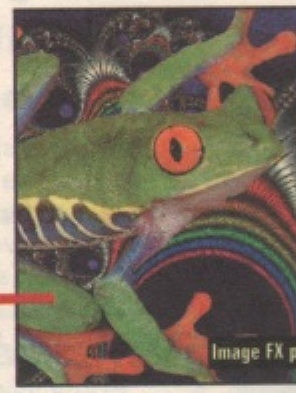
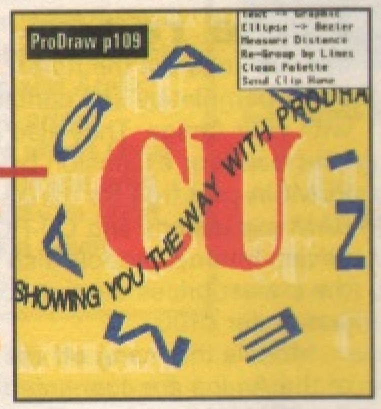


Image FX p102



ProDraw p109



DPaint p116

Regulars

After many promises, we are pleased to announce the return of the ever popular Comms pages, following on from last month's Internet feature. DPaint V has arrived with a tutorial to go with it, and we get our hands dirty with some exciting photo montage techniques in Image FX. All of that, plus the conclusion of the Directory Opus series, and a three-page special on ProCalc.

Buyers Guide



Get a hard drive that's just right for you. Here's how to go about deciding which model suits your needs.

It's become a bit of a campaign here to urge you to upgrade, and kit yourself out with a better system. It's the only way the market will grow and thus entice software developers to create bigger and better programs.

A classic example of hardware limitation is the size of programs, in particular games. Look at PC and Mac systems and games are, in nearly all cases, hard drive installable. On the Amiga, however, the number of people without hard drives forces developers to continue writing games that run solely off floppy disks. The result is that Amiga games need to be broken up into loads of small files, and masses of disk swopping is required when playing them. This prevents developers from creating games with lavish graphics and sound, and slowly but surely Amiga games fall behind PC and Mac versions.

The answer is to upgrade your system, fitting a hard drive. But which one, there are so many advertised? Or it looks like that. In reality the various hard drives on offer aren't that different. In real terms there are only a few considerations you'll need to make to narrow down your buying decision.

The first consideration you'll need to make is where you want to fit the hard drive. There are three possible places you can deposit the mechanism. Possible choices being: internally, hidden from view, externally bolted onto the side of the Amiga, or externally in a self contained box hanging off the back of your system.

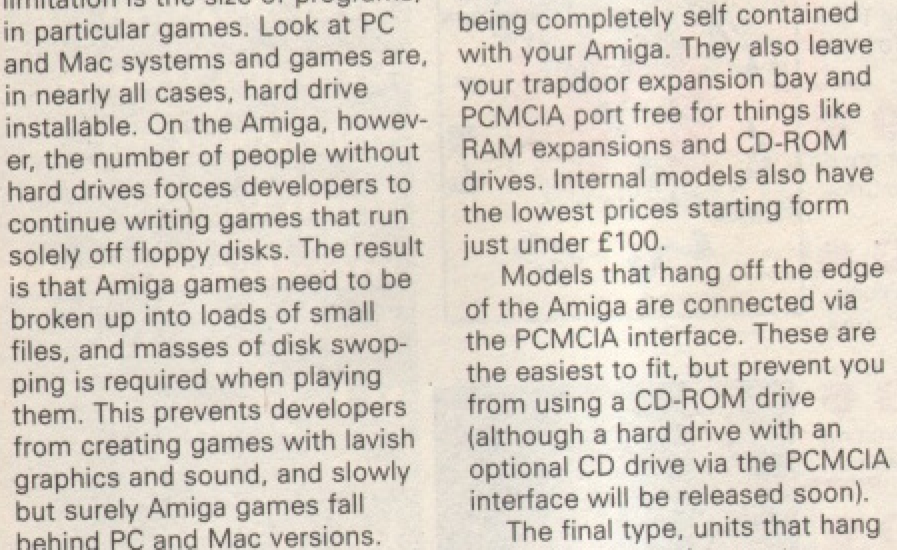
Price range

Internal units are the tidiest, being completely self contained with your Amiga. They also leave your trapdoor expansion bay and PCMCIA port free for things like RAM expansions and CD-ROM drives. Internal models also have the lowest prices starting form just under £100.

Models that hang off the edge of the Amiga are connected via the PCMCIA interface. These are the easiest to fit, but prevent you from using a CD-ROM drive (although a hard drive with an optional CD drive via the PCMCIA interface will be released soon).

The final type, units that hang off the back are the most expensive (prices start at around £250), hardest to fit but also the fastest. These work by using an interface on an accelerator card plugged into the trapdoor slot. The interface provides a cable which leads through the insides of the Amiga, and out a space on the back to a hard drive. You'll also need to find a box and power supply for the external drive.

If you're new to the Amiga you'll probably want either a PCMCIA unit or to have a dealer fit an internal unit for you. If you're an old hand at the Amiga or want the fastest drive possible go for an expansion card based model.



▲ The Apollo 1230/SCSI 2: an accelerator card with a built in SCSI option.

Size counts

The next consideration is size, and here if most definitely counts. Hard drives capacities are measured in Megabytes, the value of a hard drive usually being measured in the number of megabytes you got per pound, the more the merrier.

If money was no argument the answer would be simple, go for the biggest capacity you can afford. You are bound to fill it up eventually and the bigger the capacity the further away this event will be.

However money is more than a passing interest to most of us, and so you'll need to decide how much you can afford and then pick the size according to this. Remember that internal drives are the cheapest, so if you can't afford a lot it's probably better to go for these as you'll get a bigger drive for your money.

Let's interface

If you've come to a decision about the last two questions, the last problem will answer itself – the type of interface the hard drive uses. PCMCIA and internal hard drives invariably use IDE (Integrated Drive Electronics). These are low cost and give average performance, you also have the advantage that the Amiga 1200 and 600 have IDE interfaces built in so you don't need to pay for a new interface – keeping costs down.

The alternative is SCSI (Small Computer Systems Interface). Hard drives connected using SCSI interfaces are faster and you can also connect up to seven of them at once, so they're better but cost more.

As already mentioned, if you want ease of use and low price IDE is your route. Then it's simply a matter of looking through the adverts for either an internal IDE hard drive (check out First Computer) , or a PCMCIA hard drive using IDE – the obvious ones being the Overdrive. These are available in capacities of up to about 500Mb.

If you want performance check out SCSI based systems, the HiSoft Squirrel or Blizzard 1230-II accelerator SCSI expansion. These are available in large capacities, going over 1Gigabyte in size, ie huge. That's it for this month, until next issue ... ■

Andy Leaning

A few places to try ...
First Computers 0113 231 9444
Gordon Harwood 01773 836781
HiSoft 01525 718181
Silica 0181 309 1111
Visage Computers 0115 9444 501

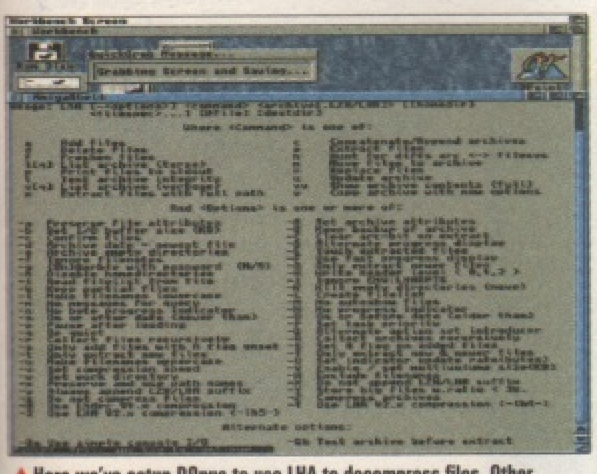
Directory Opus

PART 6

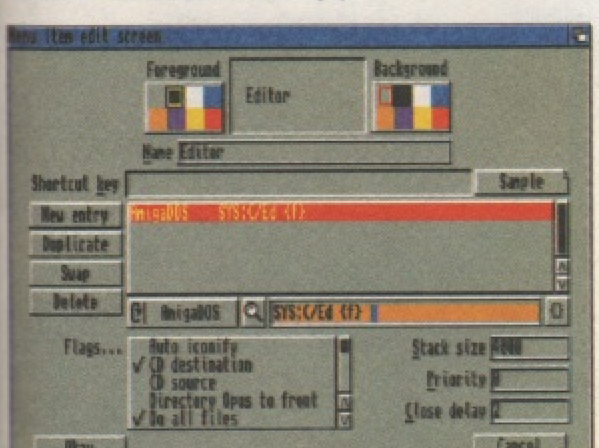
To finish this series off we've rifled through some PD libraries to find lots of utilities that will help you get even more out of this excellent program.

Congratulations, you've made it to the last of the *Directory Opus* tutorials. It's been a long struggle but you've made it. By now you'll have more than a passing knowledge of *Opus*. Over the last seven or so months we've covered practically every aspect of how to configure *Opus*: how to run other programs, how to view and play files and how to pass arguments to other utilities. All of these fit neatly into the basic role of *Directory Opus*, as a central utility for controlling and manipulating files, a sort of NASA command centre for file operations on your Amiga.

As a command centre it's meant to provide complete control of your Amiga, to harness its power. Yet so far the programs we've shown working with *Opus* have been the basic AmigaDos utilities, like the standard text editor. Hardly suitable for getting the most out of the Amiga, or enough to give you the tools necessary to let *Opus* really shine as a centre for file management. So to finish the series off I've spent the last week or so looking at the vast number of PD and shareware utilities that can be used alongside our cover disk to help you get more out of it.



▲ Here we've setup DOpus to use LHA to decompress files. Other utilities like DMS are also worth setting up.



▲ Setting up Opus to handle different programs is simple. The configure menu is easy to work your way around.

BBS configuration

If you've got a modem it's well worth have a trawl around the various Amiga BBS and internet sites. There are bucket loads of user configurations and *Arexx* scripts floating around, they prove invaluable for learning more about *Opus* and if you were the sort of person who nicks other people's ideas they're great for ripping off, although we'd never suggest you do that ...

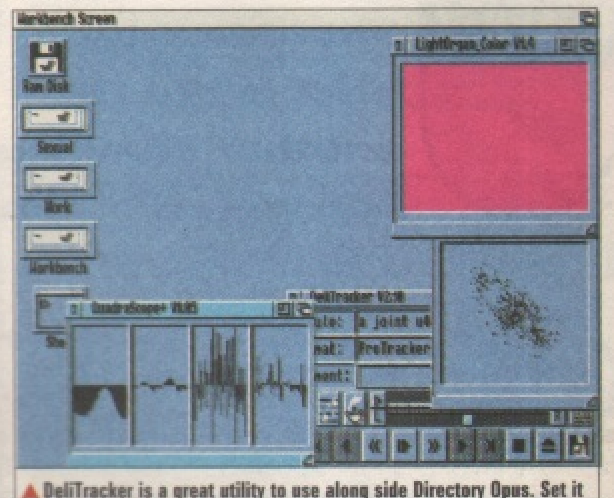
Let's hear it for Opus

The first programs are those for playing sound files. There are numerous different sound sample formats on the Amiga and the basic player supplied with *Opus* will play just a few of these. So a utility that can play lots of formats is a must. One I use, and can heartily recommend is *DeliTracker*. This is a PD program that, by following previous tutorials, can be used by *Opus* by simply clicking on a sound file.

But the Amiga is more than just a sound system, its main strength is in graphics, animations and pictures. Take a look at the catalogue of your favourite PD library and you'll find masses of utilities for displaying the various graphical file formats available on the Amiga. Formats you'll want to handle are JPEG, GIF, all IFF varieties, and possibly PCX. For top notch JPEG viewing check out jpegAGA, it's the bee's knees. Also take a peak at ViewTek which handles masses of other file formats.

It's a tight fit

Not really in the normal viewing or playing category of utility are compression tools. When used alongside *Opus* these will allow you to uncompress or compress files stored in archives. My system for instance is set up to recognise LHA, DMS, and ZIP file types. The programs to handle all these formats are widely available from PD libraries and we highly recommend you have a go at configuring your disk to support them.



▲ DeliTracker is a great utility to use along side Directory Opus. Set it up for use with Opus and you'll be able to play a lot more samples.

The last option you might want to consider is upgrading the use of the standard AmigaDos text editor. I use *EdWord* and find it really helpful.

And that's about it. The last thing worth pointing out is that there's an increasing number of PD disks now appearing that are just packed with utilities and add-ons for *Opus*, in particular try out the *DOpus Companion*. Those I've seen are well worth having and a must for serious users, your PD library should be able to supply them – if not call Active Software on 01325 352260.

And that brings us to the end of the *Opus* tutorials. If you've got any questions we can't, unfortunately, answer them over the phone, but by all means drop a line to Q&A at the usual address and we'll answer them through the pages of the magazine. ■

Andy Leaning

Risky business

It's corporate suit time. Over the last couple of weeks I've come across several people selling copied CU Amiga Magazine cover disks. This is without exception illegal. The commercial software on our cover disks is copyright of the original developers which we license for exclusive use on our cover disks. Buying these disks (from anyone except our back issues department) is illegal, as is selling them. If you find anyone doing so don't buy them. If you are selling them, don't.

Image FX

PART 2

Photo montage effects are yet another stunning feature offered by Image FX. Here's how it's done.

Image FX is excellent for creating photo montage type pictures, as you can see from the images on these pages. In the days of 32 colour low resolution, this kind of thing was virtually impossible. However, *Image FX* can work in any of the Amiga's many screenmodes, using 24-bit colour and picture sizes limited only by the amount of free memory which means photographic quality results are easily within range. Bear in mind that although the program will run on as little as 2Mb of RAM, to produce the kind of pictures here you'll need some extra memory. This is mainly due to the way the program converts all of its images into 24-bit colour (16 million colours), regardless of the number of colours in the original picture. This has the advantage of not limiting your pictures to the colour palettes of the original images.

When it comes to saving out your pictures you can decide to store them with fewer colours if you wish by rendering them and saving the rendered images rather than the 24-bit buffers.

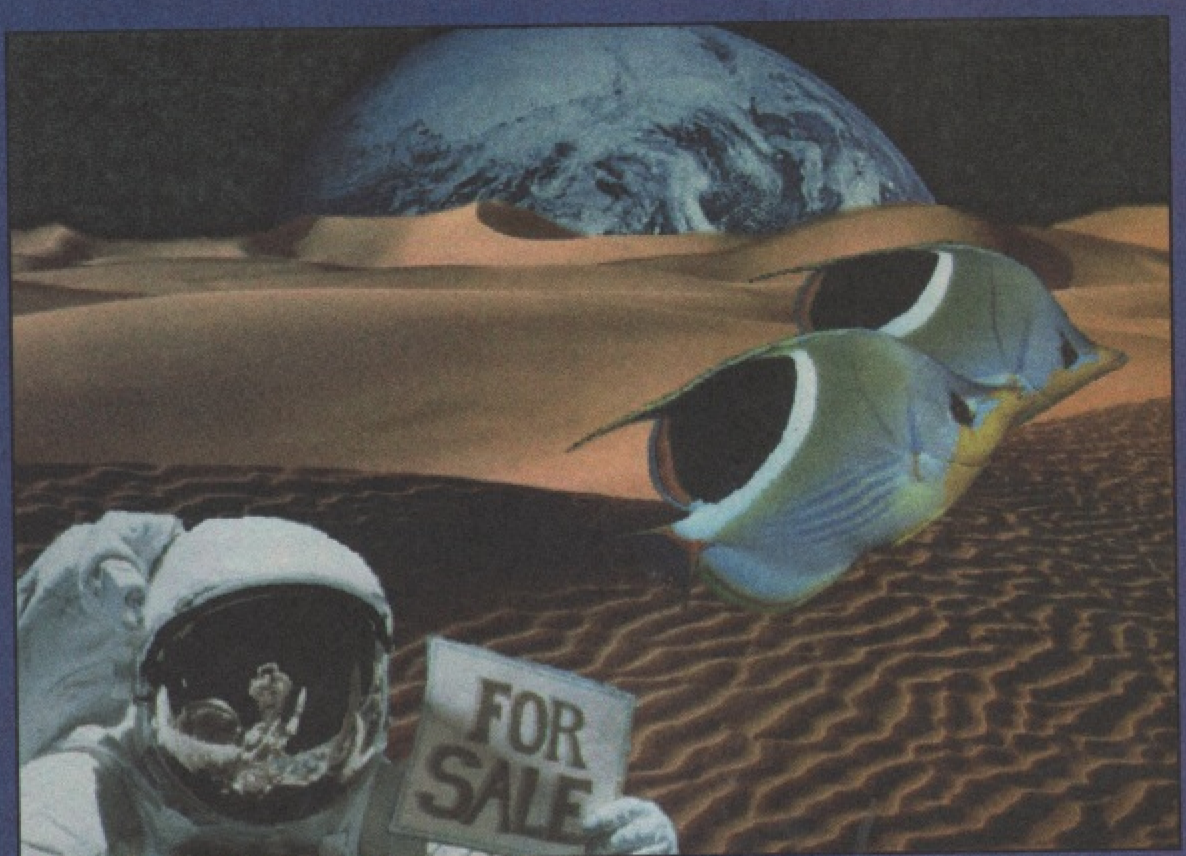
The two step-by-step tutorials this month concentrate on combining parts of different images into a single picture. These techniques are used extensively in the worlds of publishing and advertising. Take for example the billboard advert that shows a horse sitting in the boot of a car. Then there's the current advert for Speedo swimwear, in which a woman is seen to be diving into the sea alongside a trio of dolphins. Neither of these pictures are 'real'. Both have been created by combining images from at least two different sources, proving that image composition can be a lot more subtle than raving frogs and flying fish on the moon! If you missed out on this amazing fully functioning program from the June 1995 issue of CU Amiga Magazine, call our back issue department immediately and order your copy. Phone 0858 468 888 and secure yours before stocks run out.

Next month we'll embark on another leg of our journey through the world of image processing. ■

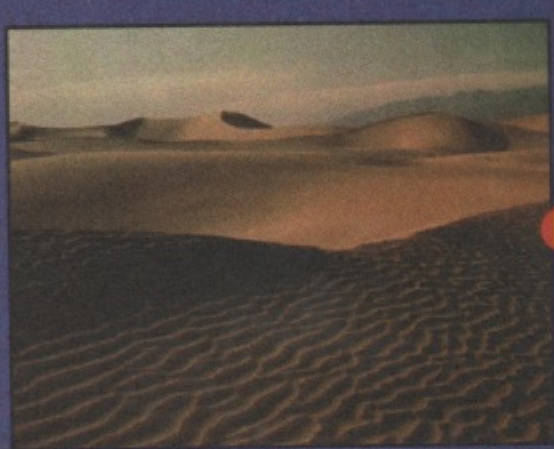
Tony Horgan



1 ▲ 'Fractal Frog' is a 640x512 pixel 24-bit image. It's an example of fairly basic image composition, replacing the background of one image with another. Follow these steps to find out how it was done.



▲ This composition was put together using a combination of Rub Through mode (for the planet) and cut out brushes for the fish and astronaut. To cut out a non rectangular section, select the scissors icon, and then select one of the drawing mode icons.



▲ This is the original background. Flood fill mode was used with Rub Through to reveal the planet from the second buffer.



2 ▲ Here's the frog in his original state, taken from a clip art CD-ROM. As slimy green animals go he's pretty cute. That's what we thought anyway.

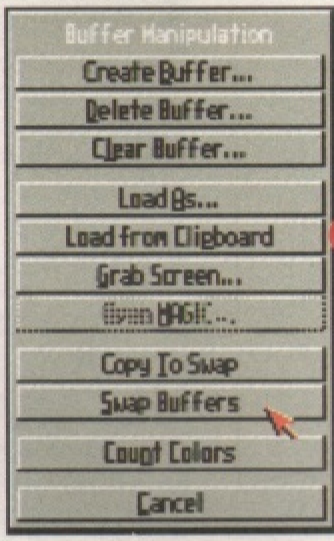


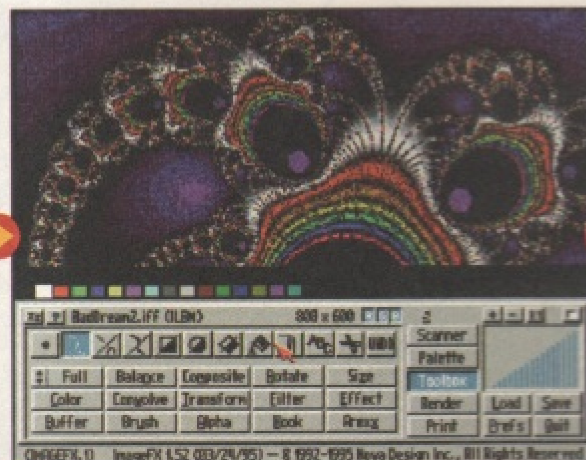
3 ▲ This is the funky groovy fractal pattern, also taken from a clip art CD-ROM. If you don't have a CD drive you should get one now, otherwise you'll miss out on stuff like this.



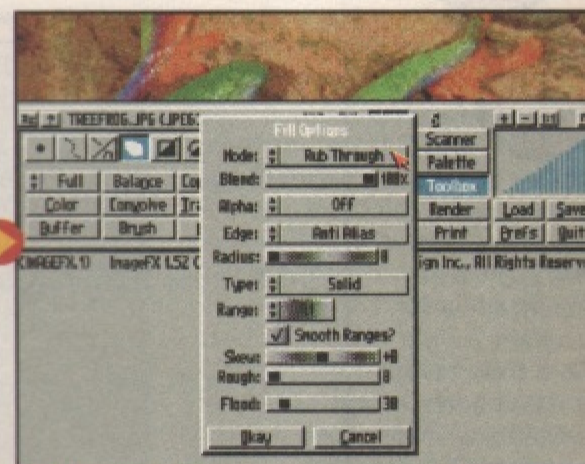
4 ▲ The frog picture was originally 1152 x 900 pixels in size. To save memory and match the background, it's been scaled down to 640 x 512, which equates to a high res interlaced PAL screen.

5 ▲ Next the fractal picture needs to be loaded into the spare buffer slot. Image FX normally uses two main picture slots called buffers. When you select Load, the image is loaded into the currently selected buffer. To load a spare picture you first need to select Swap Buffers from the Buffer menu. This jumps to an empty screen. Now the fractal can be opened using the Load button as normal. You'll need to come back to this menu when you want to jump back to the original image.





6 ▲ The fractal backdrop has now been loaded and is sitting in the spare buffer. There are now two pictures in memory: the original frog picture and the fractal.



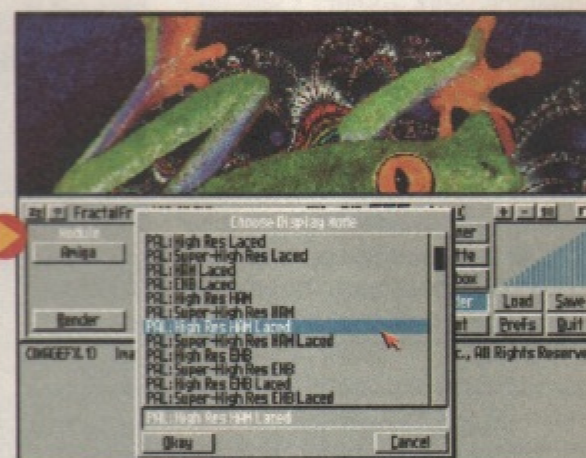
7 ▲ Jump back to the frog picture using the Swap Buffers option, the drawing mode can now be set to Rub Through. Double click on any drawing tool to bring up the options and click on the Mode button.

8 ▲ Now drawing on the frog picture reveals parts of the fractal background. Fill in the area around the outside of the frog using freehand or filled drawing. Zoom in if you want to get a lot more accuracy on the details and edges. Also, if your preview screen is in black and white change it to colour by clicking on the Prefs button and selecting the Preview mode option.





9 ▲ When the image is magnified it cannot all be viewed at once. Use the arrow keys to scroll the picture around. The right mouse button will make the control panel disappear.



10 ▲ At regular intervals it's a good idea to render the picture in full colour and high resolution, to pick out fine details. The render option draws the 24-bit buffer in your selected screenmode.



▲ A shot of the Earth from 23,000 miles out in space. This was used to replace the sky from the original sand dune background.



▲ These two fish were cut out from their vague surroundings, scaled down and dropped over the main picture.



▲ The cheeky spaceman was also cut out, scaled and pasted down. Anti-alias and Smooth modes helped to blend in the edges.

ProCalc

PART 10

If you have a small business or are still having problems using ProCalc, check out the following pages they should see you right.

As anyone who's followed this *ProCalc* tutorial so far will testify, our November cover disk is a tremendously powerful program. In fact it's more than capable of running the books for a small business. Over the last few months we've shown how many of *ProCalc*'s functions work, its database in action and how to use its presentation tools. For experienced business users this will be more than enough to get them up and running in a small office.

Over the last few months we've had phone calls, Email, faxes and letters from new users asking how to set-up *ProCalc* to handle ledgers and books. Unfortunately this really requires an understanding of how to handle books and accounts first, which is a huge subject on its own, and we certainly don't have space to cover it here. What we can do however is to show you how some of the basic business accounting paper work is done, allowing you to build on this basis. If you'd like to know more about accounts and the mechanics of ledgers etc, take a look in your local library, or enquire at a local higher education establish about business courses.

Basic business financial recording starts with a log of all transactions. At its simplest this looks something like that in figure 1. This shows what's come in and what's gone out of the business, when and how.

However, it's not very helpful; it doesn't tell us anything about the state of the company (is it making or losing money?) other than a lot of activity is taking place. We need a system that will tell us exactly how much money is being made or lost and where it's going.

Made in Italy

Thankfully someone else has done the hard work for us and figured out how this can be done. Luca Paciolia, an Italian, described in 1494 a system of book keeping used by Italian traders.

Others extended and built on this system over the years until the present day. The current accounting system of double entry book keeping is based on this ancient, but workable, system. This shouldn't be too surprising as Luca Pacilia and his chums had the same requirements as modern business people.

The current day system is a very complex subject (which is why any of you who have had contact with an accountant will have had a hefty bill) but managing and recording things through programs like *ProCalc* can help

Double Entry Example

		Wages		
18th August 1995	Cash	£70.85		
	Total	£70.00		
		Rent		
23rd August 1995	Cas	£200.00		
	Total	£200.00		
		Material		
27th August 1995	Cash	£50.25		
	Total	£50.25		
		Sales		
		18th August 1995	Cash	£129.00
		25th August 1995	Cash	£30.00
		28th August 1995	Cash	£25.00
			Total	**£184.00**

▲ **Figure 4: an example of a double entry book. This is only an outline to show the structure. In a real world case the two sides of the book should turn out to be the same.**

		The Bonsai Tree		
	18th August 1995	Wages	£70.85	
	18th August 1995	Cash Sale	£129.00	
	23rd August 1995	Rent	£200.00	
	25th August 1995	Cash Sale	30.00	
	27th August 1995	Material	£50.25	
	28th August 1995	Cash Sale	£25.00	

▲ **Figure 1: the most basic form of book keeping. This is useless as anything other than a basic record of what's come in and what's been spent.**

	Debit				Credit	
August						
Carried Down		£300.00				
18th August 1995	Cash Sale	£129.00		18th August 1995	Wages	£70.85
25th August 1995	Cash Sale	30.00		23rd August 1995	Rent	£200.00
28th August 1995	Cash Sale	£25.00		27th August 1995	Material	£50.25
	Balance	£162.90				0

▲ **Figure 2: more practical recording, breaking up what has been spent and what has come in as two different groups. Using ProCalc we can also quickly find if the company has made or lost money.**

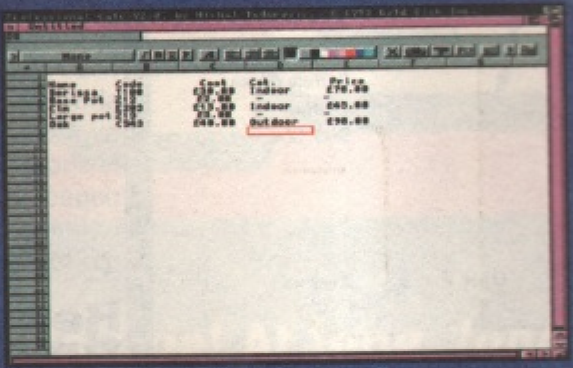
Outline-arama

When working on business projects there will invariably be occasions when you have information in a spreadsheet that you don't want printed, or hidden for a short period of time. Imagine for instance you had a database of products, prices and costs, you could make a very quick price list if you could somehow hide the cost information and just print out the description and sale price. Or if you could have an invoice that in the spreadsheet show not just product, price but your margin, again, there's obviously no way you'd want your customers seeing this data, so a way of temporarily hiding it when printing it would be useful.

This is exactly what the outlines menu is for. Take a look at the screenshot in figure A. It shows a fairly typical business spreadsheet consisting of product name, codes, costs, product category and prices. If you wanted to make a price list you'd only want to show names, codes and prices, by highlighting the costs and product category columns and then clicking on Outline/Hide/Columns we can then remove this information - try type this spreadsheet in, hiding the columns and printing it.

You'll also notice that our spreadsheet contains further data which you'll find useful, but again you won't want customers seeing.

Under each product row are further rows showing the component parts that make up that product, such information is vital so you can perform cost breakdowns. Selecting these

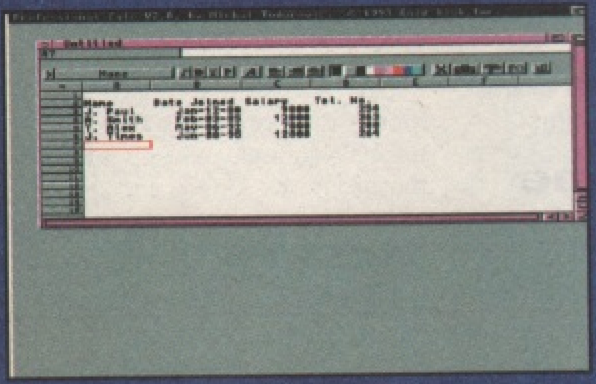


▲ Figure a: using the outline capability to hide columns and rows can save time and effort. Here we can hide rows 4 and 6 to take out component costs, or take out columns C and D to make a price list.

rows and clicking on Outline/ Hide/Rows will again hide this information, but this time removing horizontal data. To get back the information you've hidden select the hidden columns and rows and click on Outlines/Reveal/ Columns or Outlines/ Reveal/Rows. But Outlines can do still more. Take a look the screen shot in figure B. This shows a fairly standard staff record form. Using this and outlines we can hide all but the names and telephone numbers to make a quick phone list. This time however instead of clicking on Outlines/Hide/ Columns select columns A,B, and C and click on Outlines/Create/Column/ Left. Like the hide option this removes various information from view, but leaves the starting column visible. The advantage is that using this approach *ProCalc* keeps and internal reference of the hidden data and allows you to quickly turn the display of them on or off, instead of forcing you to keep revealing and hiding them. Try it out by clicking on the bolded heading column – notice how the previously hidden rows now reappear. You can do the same with Rows by using Outlines/Create/ Row/Top.

Another use for Outlines is to use ProCalc as an ideas processor – frequently found in the more powerful word processors. When creating a report or document it often helps when planning it to form a structure before you start writing. This way when writing it you have a clear plan and won't forget something while working on another part.

Take this panel for instance. If I'd started out describing outlines by the time I got to the end I may well have forgotten to mention that Outlines can be used as an idea's processor. By using Outlines however I can flesh out the structure and list everything I want to cover before hand and then as I write it check each section is written. To use Outlines for this use, type your main subject headings into columns going across the page. In this case column A would have say 'Outlines - Main Use' while column B would say 'Outlines - Ideas Processor'. Then in the next rows down I list the main points of these two groups. Column A row 2 for instance says 'Examples of their use', while row 3 is 'How they work'. Column B row 2 meanwhile has 'How they work', and row 3 'Examples'. Now using Outlines I can hide the subsections of each mainheading once it's created, allowing me to focus on further ideas, without being diverted or getting drawn into expanding further on a previous topic. To do this I'd select a range from Column A to Column B extending down to row 3 and click on Outlines/Create/Row/Top. The first sections of Outline Use and Ideas Processors disappears and I can work on the next import bits under these headings, under Ideas processors for example I could now enter 'Practical Example'.This system allows you to plan out articles in advance and, in theory at least, giving better, clearer and more structured documents.



▲ Figure b: save time, this is a fairly typical staff records sheet. We can quickly turn this in to a telephone list by using Outline to hide columns B and C and then print it out.

Creating Templates

If you have a regular job to carry out in *ProCalc*, an invoice for example, you can create a skeleton of formula and spreadsheet layouts that you can quickly drop information into.

To make a template create the spreadsheet model that you'll use on a regular basis. Now strip out all the information that will change from month to month, delete it. You'll notice that when doing this cells containing references will change to show 'Errror'. This is simply because there's no longer any data for them to work on, don't worry about this for the time being.

Now save this spreadsheet under a name, 'invoice.template' for example. In future all you need do is load the template and quickly key in fresh data and hey presto you've done the work in half the time!

Don't forget however to save the updated spreadsheets under a different name, otherwise you'll overwrite the template name and have to create it again.

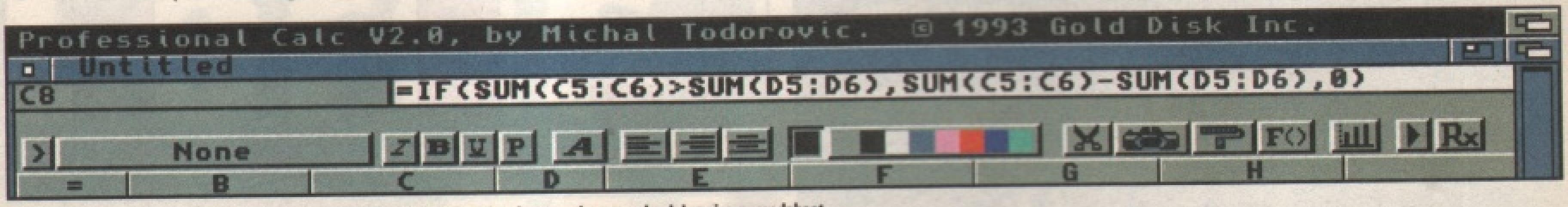
make it much less expensive – the more accurate records you have the less time it will take an accountant to sort out your dealings. The illustration in figure 2 shows how the transactions are split up into two types: credit and debit. Debit is money owed to or coming into the company, credit is money owed or paid by the company. At the bottom of the two columns they are totalled up, the smaller amount is taken away from the larger amount and the result put under the column that had the smallest total to start with. This gives us a vital piece of information: has the company made or lost money. If the figure is on the debit side the organisation is in good shape, hopefully yours will be.

The screenshot in figure 3 shows the formula used to do this. I've used the IF function to find out which side to put the result in, the other side is displayed as zero. Each side has this formula, although remember that you'll need to change the cell references accordingly for each side.

And it still gets better!

But things are still not quite good enough. We need a way of finding out where the money is going. How much, for example, is spent on wages, telephones, electricity, transport, insurance etc. For this we need something more involved. Take a look at figure 4. Notice how once again we've got the double entry system, but this time it's broken down into types of expense and income. Wages, materials, telephone, rent, and electricity etc are all tracked. To do this in *ProCalc* requires very little formula use, in fact just the Sum operation to total the two sides up. The rest is down to layout.

In this example I've got a series of rows grouped under central headings. Each group of



▲ Figure 3: this is the formula used to show whether a profit or loss has been made on our book keeping spreadsheet.

Invoices

With its good text handling abilities *ProCalc* makes an ideal system for creating invoices. Invoices are the standard means by which one business 'bills' another, telling them how much is owed for goods or services. All invoices should contain several basic pieces of information. Firstly your company name and address, this can be on letter head although they can be printed by *ProCalc* as part of the invoice if needed. If you are registered for VAT, your VAT number should also be shown. Next is the company to which the invoice is being sent, the creditor. If you had a database of customers (you can use *ProCalc*'s database facility for creating this) you should have an account number for each customer, this should also be on the invoice. Next is the date the invoice was issued: you may want to charge interest if the company pays late, in which case the date is important. The date is also used for tax calculation purposes.

Next is an invoice number, a means of referring to that particular invoice should you need to discuss it with the debtor. Then of course you'll need to define the various parts of the invoice. If like most you're a product based company, involved in selling goods, you'll probably want to show the number of goods sold (quantity), their description, possibility a product code, a unit price and an amount giving the total value for those goods.

The final piece of information on the invoice should be the payment terms (payment on receipt of invoice, 30 days credit, 60 days credit etc), which will be particular to your company and the total amount owed. The actual total sums will change between invoices, but once you standardise the invoice layout the headings showing where everything is will remain static.

A typical invoice layout, created in ProCalc is shown here. Notice how I've used different fonts and sizes to highlight different parts and make it look less like it was created entirely in one program. The actual formula used are very simple. In the cells next to the Sub-Total, VAT Total, and Invoice Total and in the Amount column you'll have formula calculating these amounts.

For the amounts column there is a simple formula multiplying the figure in the unit price column of that row by the number of units on that row. The Total formula is simply a sum function of the cells in the Amount column for each product line. The VAT panel takes this amount and multiply it by 17.5% and then divides it by 100, giving the VAT payable at 17.5% — the standard rate of tax. The Invoice Total formula finally takes the last two cells and adds them together.

Depending upon the type of business you are in you might also want to offer a discount. The method of implementing this changes from company to company. Some organisations show the discounts in a new column for each row of the invoice, while others show the discount code as an entire new row completely — coming after each product description row. Either way taking this discount into the calculation is a simple matter of subtracting the amount from the totals.

INVOICE

The Bonsai Tree
19 Aspen Court
Suffolk Close
Leaford
SG3 1ZX

To: Mr. Glover
18 Schonfield Street
Lauper
London

Invoice No. R10234
Date: 18th August 1994
Customer Ac. GL2342

Quantity	Description	Unit Price	Amount
1	Chinese Elm	£40	£40
2	Serissa	£35	£70

Sub-Total: £110
Vat Total: £19
Invoice Total: £129

Payment Terms:30 Days Net from Date of Invoice.

A standard business invoice, created in ProCalc. Notice the use of different fonts and text attributes - courier for the customer name/address (all done in ProCalc) to make it look less like a computer generated invoice.

rows covers a different type of transaction, as listed above. These are split vertically into six columns: the date, description and amount of outgoings and the date, description and amount of incoming expense. Finally at the bottom of each group we total the amount. You can use different type faces and font effects (bold etc) to make the headings stand out making it even more readable.

One important point I should make before any accountants out there write in and complain, is that in a true double entry book the two sides should match up, with spending on outgoing accounts matched by incoming accounts. The examples on these pages, however, are purely to demonstrate the structure of double entry books, and how ProCalc can be used to handle them, it's not a real world example, you don't need to tell us!

Easier to see

From the information so far produced you can now interpret the data to gain further information or build balance sheets, or even use *ProCalc*'s graph functions to show visually where the company money goes. A typical graph is shown at the bottom of these pages, see how much easier it is to interpret the picture form over the table form.

Recalculation times

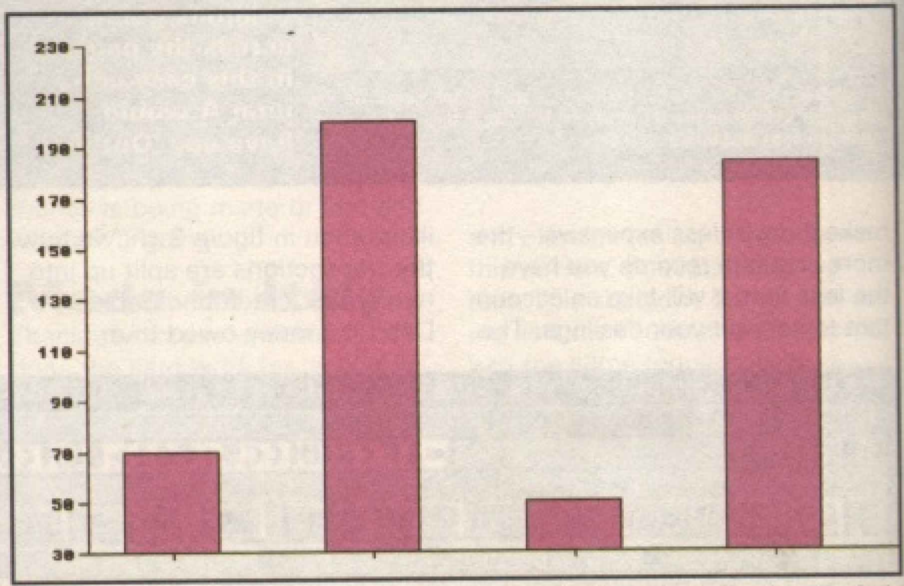
Naturally the bigger the company gets the more complex the spreadsheet can get, and in some cases recalculation times will start to show, particularly on older Amiga systems.

If you don't want to go through slow recalc times whenever you make a change or enter in a figure, you can get around the problem by using *ProCalc*'s Calculate Setting. Pressing Amiga and 9, or click on the Options, Preferences menu to try it out If you change the Calculate setting to off and then click on continue, *ProCalc* won't recalculate the sums and other formula until you click on the manual recalc icon. This, you may remember, is the small equals sign in the top left-hand corner of the *ProCalc* window.

So there you have it, the basic spreadsheet models for business. There are plenty of others you can also create, credit notes, purchase orders etc. These and others can all be built from any the basic models we've shown here, it's just a matter of using your imagination and utilising *ProCalc*'s amazing text formatting capabilities.

That's it for this month, next month we'll bring the *ProCalc* tutorials to a close, with a look at the programs Macro and *Arexx* capabilities. See you then. ■

Andy Leaning



▲ **Using ProCalc to give us more information from the double entry books. This shows where the various business expenses are going.**


PC GAMES
OUT NOW
Yes-s-s-s!!! It's true! At long, *long* last, Lords Of Midnight, Mike Singleton's 90s update of the old Spectrum classic, is here — and the only place you'll find an exclusive in-depth review of it is in this month's issue of PC GAMES!
Lords Of Midnight

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- **FEATURE:** Animation made easy.
- **INSIDE:** Power CD-ROM, PD Special, ATR, Turbo Trax, Dawn Patrol, Super League Manager, Baldies preview.



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- **FEATURE:** Ten printers reviewed, rated and recommended.
- **INSIDE:** ECTS report, Brutal Preview, DPaint, Personal Paint, Photogenics and Brilliance compared, eight CD-ROMS reviewed.



JUNE 1995
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- **FEATURE:** Image processing – we show you how it's done!
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- **FEATURE:** Step by step guide to the Net.
- **INSIDE:** First report from Germany on Escom, LightWave 4 previewed, Cinema 4D, Scala MM400 reviewed. Virocop, TM2 reviewed, Star Crusader, Big Red Adventure previewed.

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- **ON THE DISKS:** GB Route, plus playable demos of Elfmania and Valhalla.
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- **INSIDE:** DPS Par Card, Montage, Perger and HiSoft Basic 2, Banshee, Valhalla, Elfmania and a first look at Scavenger.

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SOLD OUT
- **ON THE DISKS:** Art School ... Turbo, plus a playa...
- **FEATURE:** ...
- ... of Deluxe Paint 5, ... of Cocoon Morph, low cost modems. Ishar 3, On The Ball, Putty Squad and Kick Off 3.

SEPTEMBER 1994
- **ON THE DISKS:** DirWork 2, Music File Converter, plus a demo of The Clue.
- **FEATURE:** 3D Special.
- **INSIDE:** Brilliance 2, Imagine 3, Theme Park, Universe, Kid Chaos and Dreamweb.

OCTOBER 1994
- **ON THE DISKS:** DPaint 5 demo, Realtime Effects Generator 1.5, Stereogram 3D picture maker and Dragonstone demo.
- **FEATURE:** Storage special.
- **INSIDE:** Over 50 software and hardware products, Ruff 'n' Tumble, Litil Divil, Detroit reviews.

NOVEMBER 1994
- **ON THE DISKS:** ProCalc v2 full program, VideoTracker 2, Football Glory demo.
- **FEATURE:** 101 amazing tips!
- **REVIEWED:** Guardian, Robinson's Requiem, and Super Stardust.

DECEMBER 1994
- **ON THE DISKS:** X-Cad Design, Christmas Theme Park demo and Super Stardust tunnel level demo.
- **FEATURE:** Word Processing guide.
- **REVIEWED:** Rendale 9402 Genlock, Bass Station, Powerdrive, Mortal Kombat 2.

JANUARY 1995
SOLD OUT
- **ON THE DISKS:** ... and clip ... manual.
- ... art for fun and profit!
- **INSIDE:** Rise of the Robots, Sensible World of Soccer, RoadKill CD32, Beneath a Steel Sky CD32.

FEBRUARY 1995
SOLD OUT
- **ON THE DISKS:** ... Amiga Faster for ...
- **INSIDE:** Amiga v PC v Mac, Shadow Fighter, Kick Off 3, Lemmings III, MKII players guide.

MARCH 1995
- **ON THE DISKS:** Modeler 3D, Easy Ledger demo, Valhalla Before the War demo.
- **FEATURE:** Hook up your hi-fi and video to you Amiga for brilliant sound and vision.
- **INSIDE:** CD-ROM reviews, Frontier 2, Blizzard Accelerator, Frontier 2, Bloodnet, Skeleton Krew, Sensi Fancy League.

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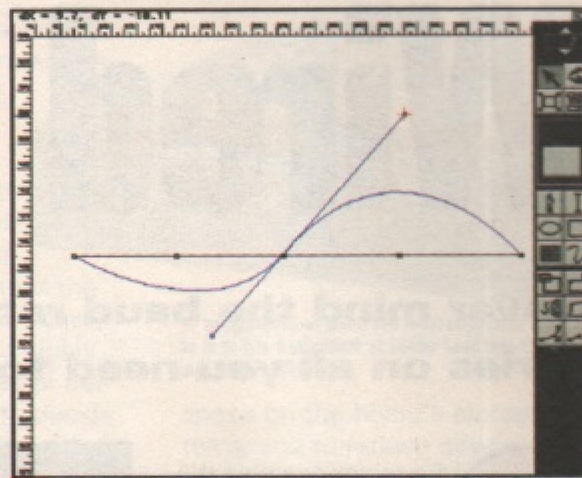
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ProDraw

PART 3

Creating twisty, bendy designs with words is simple with ProDraw. Let us show you how it's done.

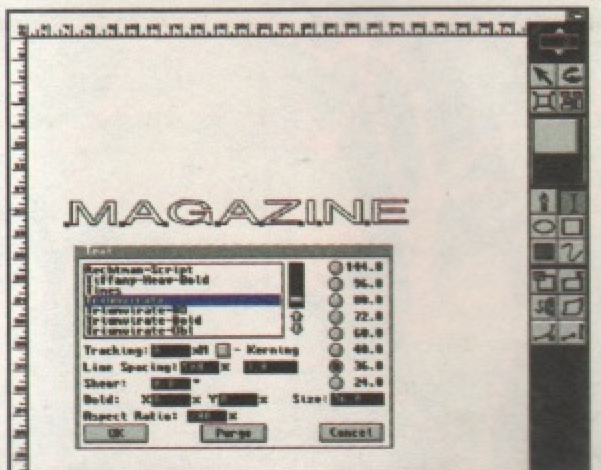


3 ▲ Use the Pen tool to draw a straight line. Add a point in the middle of the line using the Hook tool and then grab the small hollow boxes either side of the middle point to alter the shape of the line.

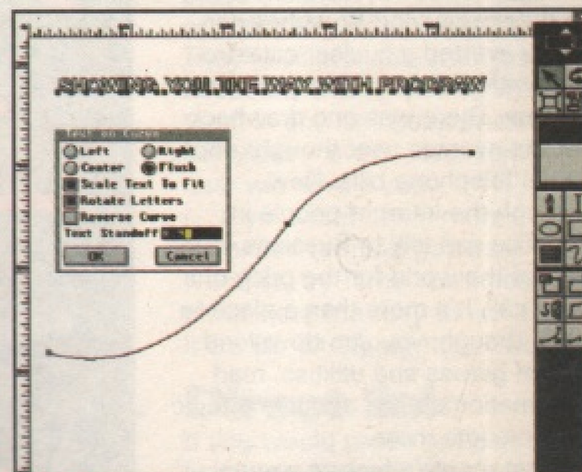
Business cards, wedding invitations, headed stationery and the like can set you back a pretty penny. Now, you can have a go at creating your own for free, with *ProDraw* – our May cover disk. Try creating your own logo once you've followed this month's tutorial on how to create curly, twirly effects with words. It's easy once you know how.

To begin, press Left Amiga-W to turn on Wireframe mode, which will speed up the program as we go through each step. Another way to turn Wireframe mode on is by choosing it from the Preferences menu, making sure it has a tick next to it to show it's selected.

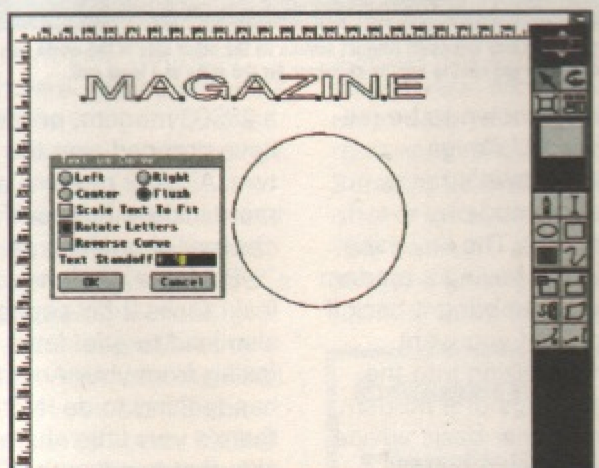
Now to create some circular text. Click on the Text tool and choose your font and a size for your text. I've chosen Triumvirate and 36 point. I've also altered the Aspect Ratio text gadget so that it reads 200%. This will make the text twice as wide as it is high. Once these attributes are set, click OK, stamp the text tool on the page and type out your text. Next click on the Circle tool, click once on the page, hold down the left Alt key and draw a circle. To finish the circle, click the left mouse a second time. If you make a mistake you can press Shift-Delete and do it again.



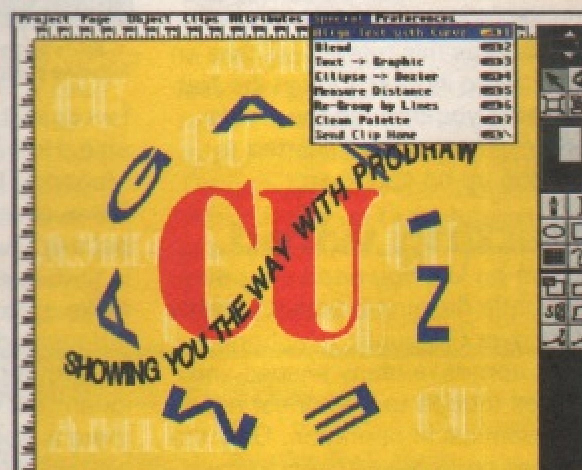
1 ▲ Use the Text tool to create some text. Notice the Aspect Ratio gadget is set to 200%. This makes the text fatter than normal.



4 ▲ Now you've outlined the path your words are going to follow, create some more text and align that with your curved line.



2 ▲ Draw a circle, select it and the text and then choose Align Text With Curve from the Special menu.



5 ▲ Finally, join your two objects together, add a few extras to spruce up the logo and there you have it.

Circular text

With the circle and text on the page, click once on the text and then while holding down the Shift key, click also on the edge of the circle to select it. Choose the Align Text With A Curve tool from the Special menu or by using the keyboard shortcut Right-Amiga 1. Make sure Flush and Rotate Letters are selected. Click OK and the text will be aligned with the curve. If it looks a mess, press the Esc key and use the Size tool to alter the size of either your text or the circle, until both are aligned properly. You can also try selecting Scale Text to Fit in the Align Text With A Curve requester.

Once you have your circular text, delete the circle (not the text). We are now going to make a curved line and align some text to it. Click on the Pen tool (next to the Text tool) and stamp it down on the page by clicking the left mouse button once. Now hold the Alt key down and drag out a straight line. When the line is about six inches long, click the left mouse button to finish the line and press Esc to abort the Pen tool.

Click on the Hook tool and place a point in the middle of the line. You do this by clicking once on the line with the left mouse button. Now click on the point you have just added and you'll notice two hollow boxes on either side of the point. Grab the right-hand hollow box and pull it up the page. Notice how the line changes shape. Continue playing with this until you have a curvy line you're happy with. The end points of the line can also be moved.

Type some text onto the page and then align it with the curve in the same way we did the circle. Once you have what you want, delete the line and place the curved text over the top of the previous image, making the two pieces of text different colours. Spruce up the logo by placing some coloured boxes behind it, some more text in the centre or even put some photographs behind it like we did last month.

Manual update

Since *ProDraw* was released on the May 95 CU Amiga Magazine cover disk, we've had numerous enquiries about manuals, which at the time of writing, were somewhere in the mid-Atlantic en route to the UK. These manuals are the original Gold Disk ones and cover the program in depth. For a free information pack about *ProDraw* manuals and other disks containing more fonts, clip art and extras for *ProDraw*, write to LH Publishing, 13 Gairloch Ave, Bletchley MK2 3DH.

That little bit extra

Finally, let's add one of *ProDraw*'s special effects. A shadow would be nice. Select the text, press the TAB key and then move the duplicate into the required position. Select the original text and choose Bring to Front from the Object menu to complete the effect. ■

Larry Hickmott

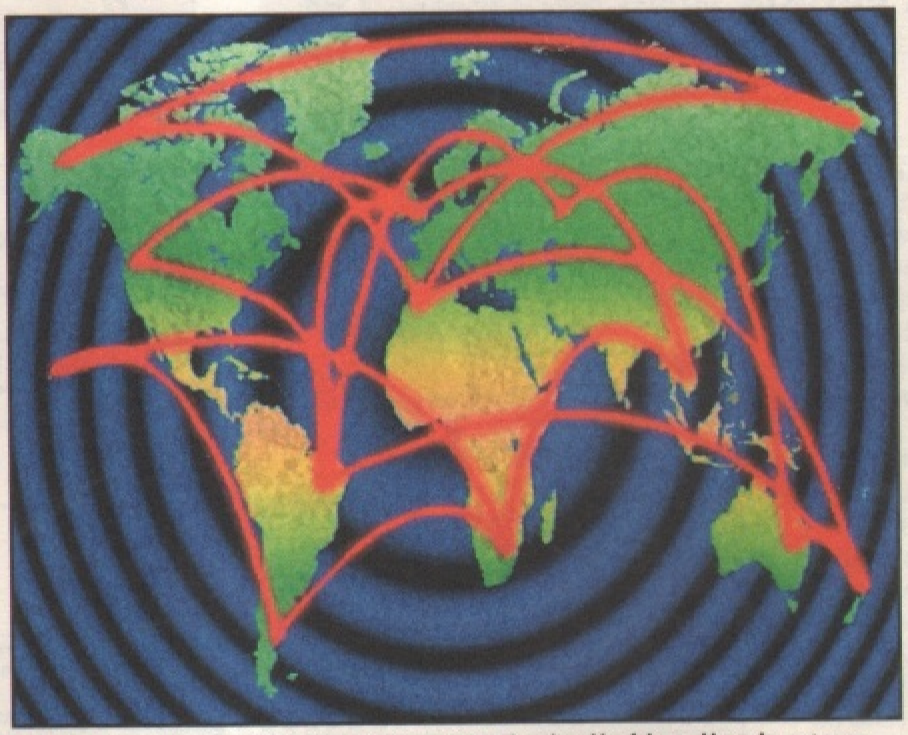
Wired World PART 1



Never mind the baud rates ... here's the first of a new series on all you need to know about the internet.

The telephone was the wonder invention that linked the far corners of the world. Thanks to it Kennedy and Kruschev narrowly averted a nuclear catastrophe with a couple of long distance natters. There was one drawback for the average user though; enormous telephone bills. Now, through the Internet people in America can talk to Russians or the rest of the world for the price of a local call. It's more than a place to chat, though, you can download lots of games and utilities, read information on just about any topic and lots lots more.

Last month's feature went a long way to explains terms such BBs, Internet, Fidonet, E-mail, surfing and baud rates. Over the coming months this tutorial will take an even more indepth look at the Net and take you through the whole process from getting started to starting up on your own.



▲ Before Internet the only way you could contact anyone on the other side of the world was by post or an expensive phone call. Now you chat to anyone anywhere for the price of a local call.

Getting wired

To get on line you need a modem. This little flashing box that shovels data over the public telephone lines comes in many shapes and guises though to be honest most are identical in operation. Only the shapes and speeds vary radically through various models and brands. Brand names like Supra, USR and Hayes have gained favour as being known to be reliable. However, CU Amiga Magazine has known strange no name el cheapo modems to behave faultlessly. The key thing is that, if you are buying a modem make sure you can bring it back if it doesn't do want you want.

Rather than delving into the innermost workings of a modem, there is some rather basic advice we can offer. Buy the fastest modem you can afford. Buy a minimum of a 14400 baud (bits per second) modem or preferably a 28800 modem, prices of which have dropped over the last year or two. A faster modem will cost more initially, but you'll have cheaper phone bills as a result.

Buying a modem without at least Class 2 fax capability may also lead to grief later. Obviously faxing from your Amiga is a very handy thing to do. Note that there's very little shareware available that handles the Class 1 fax system. Modems capable of only Class 1 faxing have very basic functions, forcing the software to do most of the work. The Supra 144LC is particularly good value for money and a trusted brand to boot. Even with the addition of commercial fax software to handle its Class 1 only fax capability, it's still cheaper than many no-name brands.

Modems: prices and suppliers

Aceex v32.bis 14400	**Class 1 Fax**	**£169.00**
Aceex v34 28800	**Class 2 Fax**	**£229.00**

Power Computing 01234-273000

USR Sportster v32.bis 14400	**£169.95**
USR Sportster v34 28800	**£269.95**

Gordon Harwood 01773-836781

Supra 144LC v32.bis 14400 Class 1 Fax	**£96.99**
Supra Fax144 V32.bis 14400 Class 2 Fax	**£152.99**
Supra Fax288 V34 28800 Class 2 Fax	**£199.99**
USR Courier 'V.Everything' Class 2 Fax	**£327.99**

First Computer Centre 0113-2319444

Free software

If you buy your modem from an Amiga dealer, you'll probably get a shareware comms package thrown in. Otherwise, it's time to call up your favourite PD house and get yourself something like *NComm*. We recommend this in particular since it's very easy to set-up and has most of the functions you'll need. If you are buying from a non-Amiga specific dealer, you should check that a 25-to-25 pin XT serial lead is supplied (PCs use 25 to 9).

A simple set up

Most modems come out of the box in roughly the correct configuration. Just set your term package up to 8 data bits, no parity, hardware or RTS/CTS handshaking and the important bit: select a baud rate of 38400. A common mistake is to choose the same rate as the maximum carrier speed of the modem. If your modem is a 14400 unit, this is not the speed that you would set up in your terminal software.

Many modems have in-built data compression features, so although the two modems could be sending data to each other at 28800 bits per second, this data is in compressed form. When it reaches the destination modem, the data is decompressed, and then sent to the computer through the serial port. In order to get all of the decompressed data through the serial port fast enough, the software needs to be running at a baud rate in excess of 28800 in order to keep up.

Note that on a 68000 CPU-based Amiga, rates higher than 38400 are unreliable mainly due to the Amiga's woefully inadequate single byte buffer. However, with a 28800 modem and an Amiga with a 68020 or faster CPU, a rate of 57600 could be used.

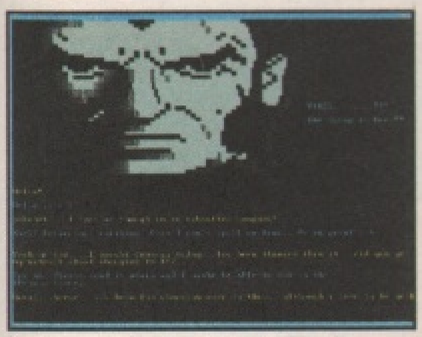
Another common mistake is to try to set up this serial rate from the Workbench serial prefs. We've yet to see a terminal package that uses the Workbench settings, which are limited to 31200.

Dialling out

We should now have a modem and some terminal software connecting us to the telephone network. You can make sure everything is working properly by asking your modem to give you a dump of its internal memory ie load whatever it has in it s memory to your Amiga. If you have a USR

What do you mean by that?

- **Baud:** The transmission speed of a modem given in bits per second. Divide by eight to convert to bytes per second.
- **V22.bis:** Term used to describe 2,400 baud modems.
- **V32:** Term used to describe 9,600 baud modems.
- **V32.bis:** Term used to describe 14,400 baud modems, currently the most popular type.
- **V.FC & V34:** Two standards for 28,800 baud modems. The later is the current official standard but is identical in performance to V.FC (very fast class).
- **V34+/V34.bis:** Two brand new standards. V34+ is 33,600 baud and V34.bis is 38,400. Currently these are rare, but they will be available soon. Only the USR Courier can be upgraded to these standards by software.
- **HST:** High Speed Transfer. An old USR standard for 14,400 and 16,800 baud. Rare now though it still exists. Inferior to other standards.
- **BBS:** Bulletin Board System. Any dial up service accessed electronically via a terminal package.
- **Archivers:** Utilities that compress a number of files into a single file that is smaller than the original total file size.
- **Z-Modem:** The name of a protocol used when transferring files. Every BBS and terminal package should support this. We highly recommend you attempt to use this rather than the other older and slower protocols.
- **AmiTCP:** The Internet software for the Amiga. The latest versions are commercial but v3.0 is freely distributable and work perfectly.



▲ This ...er ... friendly face you see here is a sysop's way of announcing he's on line.

modem, just type 'AT&V' or 'ATi5'. After hitting return you should get a screen full of numbers. Note down these numbers, and refer to your modem's manual. You can then make adjustments to the modem setup according the manual's instructions.

At last you're ready to dial a bulletin board. The standard method of dialling a BBS or any other phone-line connection is to type:

```
ATDT number
```

The word 'number' in the above line would be replaced with the phone number of the required BBS.

The modem will dial the number and attempt to negotiate the highest protocol (speed) that's common between your modem and the modem you are dialling. After a bit of whistling and screeching, you should see the word 'connect' followed by a number. The number is the speed at which the modem has connected. Most BBSs will now present some text from their front-end mailing software. Hitting escape a couple of times will get you past this to the universal log-in prompt. If you've never used a BBS before, don't be scared. Just read the instructions which will point you in the right direction. All BBSs will ask you some questions about yourself in order that the SysOp (person that runs the BBS) is satisfied that you are a bona fide user and not a spotty hacker bent on triggering World War III.

BBS surfing

Most bulletin boards work in a similar fashion. File and message sections are distinctly separate and are selected from the main menu. The style of the ANSI graphics (coloured IBM characters) will certainly vary and so will the type and quantity of files on-line. Too many users miss the single most interesting aspect of BBSs: the message section. Some of the larger or more complex BBSs can also give you E-mail access to the Internet and an even Internet address of your own.

Whether they offer Internet access or not, you can usually access several networks such as Fidonet and the excellent Amiganet. These are like mini Internets, but are connected solely through the telephone system (the Internet has its own communication lines). The BBSs on the Fidonet and Amiganet networks are updated every day or so, which leads to a generally slower spread of information than you get across the Internet (which is always active).



▲ Irregardless of make the most important thing to do is to buy a minimum of 14400 baud bits to keep your phone bills down.

CU Amiga Magazine highly recommends both types of network – you don't have to decide to go for one or the other. Often BBSs are a good meeting place for like minded people in your local area, where as the Internet tends to be more global. Accessing these local networks is best done with a dedicated communications package called a 'mailer' that automatically swops the mail with the BBS without ever logging on. Likewise the mail is read 'off-line' in a separate program once it has been downloaded. This means you can grab what you want, and then read through it all without incurring a massive phone bill.

If you get stuck, you can always 'page' the SysOp for a real-time chat to clarify any confusion.

Downloading

Now that you can dial up bulletin boards, you can download stacks of software. Most boards keep up to date with all the latest releases in their particular field. Some specialise, while others offer a wide range of software. This software and data is almost always stored in compressed form (archived), in order to save space on the board's storage systems, and to reduce downloading times. DMS, LHA and LZX are the most common compression methods, and in order to decompress the archives you'll need one or preferably all of these utilities. They're all available from just about any BBS. If you can't find them in any listings, just ask someone – every other comms user will have a copy.

If you want some more advanced terminal software than NComm, try Term. You'll need a bit of extra memory to run it, as it's a fair bit bigger than NComm.

Direct link

If you would prefer to hook directly into the Internet then AmiTCP is the probably best terminal package you could get. The best option to get AmiTCP is to sign up with Demon Internet Services so you can grab AMITCP DIS95 which is a new archive of AmiTCP with an installer geared for Demon. Once you've got it run AmiTCP, dial up to an Internet provider and your Amiga is now part of the Internet. ■

Mat Bettinson

Essential Amiga BBSs

- **Darkside BBS. Thornton Heath, SysOp Rob Dale, Phone: 0181-7719100 (14400 baud)**
- **Backyard BBS. North Harrow, SysOp Anthony Brice, Phone: 0181-4242065 (14400 baud)**
- **Activa Intl BBS. Hackney, SysOp Jim Hendry, Phone: 0181-9865964 (28800 baud)**
- **Creations BBS. Croydon, SysOp Mat Bettinson, (who?) Phone: 0181-6659887 (28800 baud)**
- **FrostFree BBS. Slaithwaite, SysOp Dave Naylor, Phone: 01484-2449825 (28800 baud)**
- **The Motel. Nuneaton, SysOp Nigel Bates, Phone: 01203-372005 (28800 baud)**
- **Heart of Lothian, East Lothian. Sysop Andrew Dowds, Phone: 01620-826004 (28800 baud)**
- **Spa..58. Lewes, Sysop Alex May, Phone: 01273-474352 (28800 baud)**
- **Mostly Harmless, SysOp Lee Sanders, Phone: 01705-614824 (28800 baud)**
- **A-Central, SysOp Gavin Hamil, Phone: 0232-710960 (14400 baud)**

All the above are Amiga BBSs connected to Fidonet and Amiganet and are 23 hour systems. Don't call them between 2:30 and 3:30am.

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Deluxe Paint V

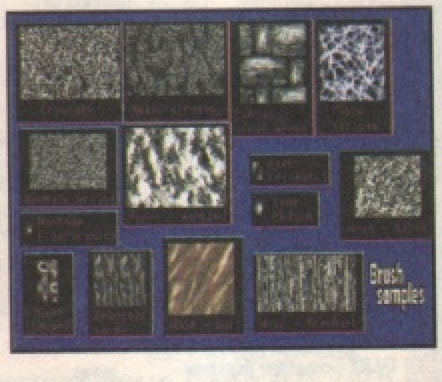
Deluxe Paint V has finally arrived bringing with it a selection of lush new textures. We take a look.

A great painting can become a dreadful one if the background texture is wrong. Thankfully, one of *Deluxe Paint V*'s best new features is its Texture system.

Through some crafty programming EA have based their textures on normal IFF brushes. The program tiles these so that they form an 'underlay' to the whole screen. The texture patterns have also been carefully designed to avoid any jarring joins, you get a nice smooth continuous textured surface on which to paint or paste brush images.

Textures are loaded in via the Effects menu turning the process on. You can turn it off from the same menu when you want to return to painting in normal mode.

To get the most from the texture effect, you should match the palettes of the texture brush to the picture you're working on. The best way to do this is to load in your



picture, then load in your texture brush (as a brush, not a texture). You can then use the Remap option to remap the colours of the brush to use those from the picture's palette.

Texture brushes can be any size, memory permitting and you can design and save your own textures as brushes or use brushes from other programs. If you're making your own, make sure they're square or rectangular as *DPaint* will tile them.

Let's take a look a what you can do with these new textures ...

The veiling of a beauty

The British cinema star Joan Collins is here to demonstrate another aspect of the texture feature – the fact you can use it as a fill option and alter its translucency. In this example we are using these feature to produce, amongst other things, the appearance of a veil.

First, the image was painted without texture mode on, then Burlap (a thick, stringy material similar to sack-cloth) was loaded as the texture. This does not affect the image which is already on screen, only subsequent actions.

Using the freehand filled polygon tool, with purple as the main colour and translucency set to 50% I drew out one of those fashionable Dynasty-type veils around the eyes. Even in 256 colour mode, the subtlety of the effect is quite marked, the Burlap giving a fine see-through effect while retaining the texture and colour. I added some embroidered artifacts to the veil by using the round custom brush. Finally, the background is made up of purple and the Burlap texture, without translucency.



The writing's on the wall

To capture the feel of a live Hendrix performance, I wanted something brash and raw, and decided on a graffiti-type image on a wall. There wasn't a suitable texture, so I set about building one ...

All you really need to do is draw three bricks, and cut two of them in half, to create a texture which *DPaint* can understand. Fill in the gaps between the bricks with white 'cement' lines. When the brushes are tiled, they create a whole wall.

Having pasted down the main image I decided to add some decay by taking out a few end bricks, and the spray-paint effect began on the spare page, where I hand-drew the lettering using the large round custom brush, then clipped it out and pasted it on the wall whilst Texture was still active, to allow the cement to show through. I actually painted the text down twice, because the first time it was too light.



Hot air

Here you can see how the Textures feature is accessed from the Effect menu. The inset picture shows the original image.

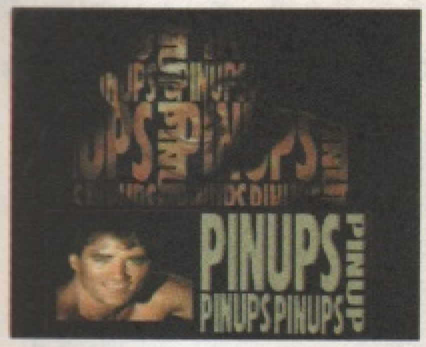
It's a good idea to test out textures on small areas using the spare screen, as the process can take some time, and you can't interrupt it once it has started.



The texture used here is ManMade-TuckNRoll, which gives the image a 'plumpy cushiony' look. You should see from the original that the textured image has had its colours dimmed – as if Translucency was on. Here *DPaint* is combining the underlying texture brush with the main image and working out the best palette. So be warned – what you expect is not always what you get.

sterclass

Make your own brushes



When you're happy about making your own textures, have a go at creating a text brush texture.

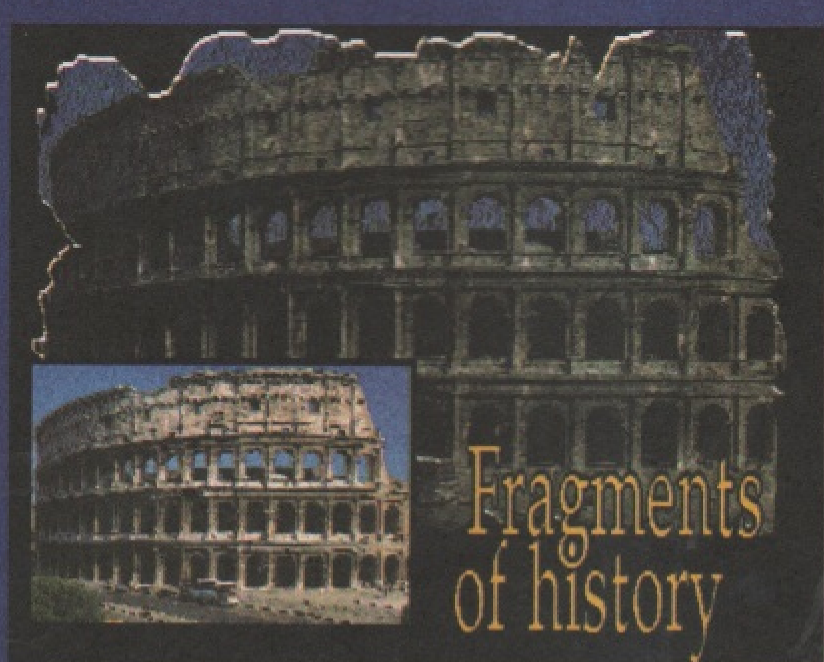
Here I designed a brush using text of various sizes, then loaded it as a texture. As you can see it works rather well, allowing the image to show through only where the letters are. This, for example, would come in handy if you wanted to quickly create a logo or title screen. However, be careful of the large portions between the lines of text and the letters themselves where no image has been picked up; if you have too much blankness in your own texture brush, the picture could become unintelligible.

Saving a work of art from ruins

Here's a picture of the Colosseum in Rome. The idea was to make it look as if it's been painted onto a wall. The image was processed with a texture called ManMade-Wall, which isn't made up of bricks, as you may think, but a cracked, roughshod surface which suits the crumbly nature of the subject beautifully.

To add to the effect I nibbled away at the image's edges after turning off texture mode. To cut out parts of the picture I used the filled freehand polygon tool with black as the colour.

The highlighted edge effect is a simple. Copy the top edge of the cut-out image as a brush and switch to the spare screen. Select white as the drawing colour, press key F2 to go to Colour mode, and draw straight down for about two inches. Now select black as the drawing colour and, moving the brush to the top of the new white image, paint it down so that there's an underlap showing a couple of pixels of the white. You should see a white line tracing the contours of the edge of your brush now, pick this up as a new brush, move back to the drawing screen and position it so it looks as if it's the top edge catching the light. Do this with the sides too and maybe touch up the picture manually with the one-pixel custom brush.



Flag waving

Here's a bit of jingoism to illustrate a mixture of some of the new textures. The flag was been painted down using Embossed Worm as the texture. Then I loaded in the Cork texture and painted down a picture of Mr Reagan. So you see, you can load in textures whenever you need them; they won't interfere with your current picture, but will work on subsequent actions.

Next I loaded in yet another texture (Stucco) then I pasted down the text which I'd prepared on the spare screen.

Remember that the spare screen will also use texture mode if it's active, so you may need to keep turning it off for rough work.



You've gotta draw the line

For our last example showing off the new Texture mode, here's an illustration using simple black and white line art.



Cindy eye of the beholder



Cindy Crawford is the subject of this next experiment. This time I've used Embossed-Hair for the texture, which gives a 3D look to the illustration. The effect is similar to either printing on silk or a rainstreaks. The brush used for the texture has been designed to avoid obvious pattern repetition, which can be distracting. And let's face it who wants to be distracted from looking at a picture of Cindy Crawford.

The left-hand image shows the drawing painted down with Brush-Crystals as the active texture. It gives it a nice, icy feel and the appearance of being printed on crumpled paper.

The right-hand image is similar but has been changed using some of *DPaint*'s new features.

First of all I loaded the image into the spare page. Switching to the main screen, the purple texture was achieved by drawing out a filled rectangle on a blank area of screen, with translucency active and dark purple the colour.

Turning off translucency mode I picked up the spare image with black as the background colour; this gave me all the blocks of white which actually make up the insides of the picture.

I painted this down on top of the purple rectangle, then switched to the spare screen and picked up just the black portion of the drawing by selecting white as the colour in the background. I now positioned the outline on the main screen in such a way as to give a drop shadow effect to the image, and make the actual skier look like a rather fancy flocked wallpaper design. ■

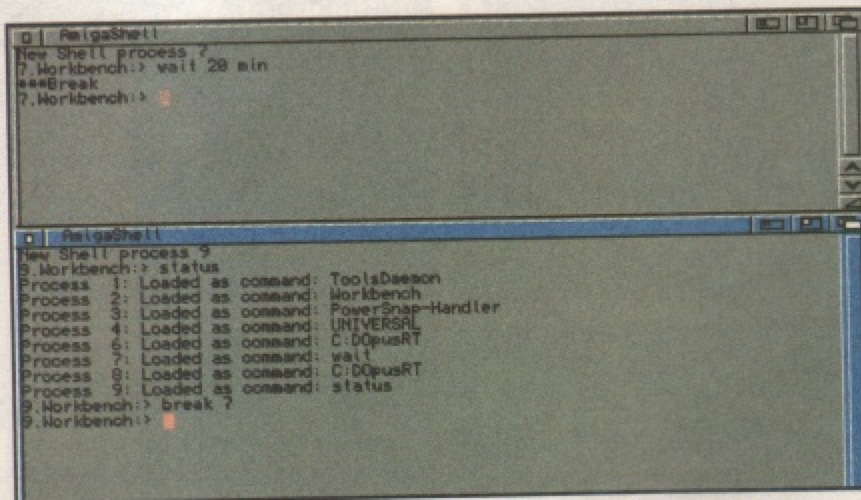
Peter Lee

Masterclass

Stop sitting around until the early hours waiting for one program to finish before you can start another. Go to bed, get your Amiga to take care of it for you, then call you to let you know when it's finished.

Recently I found myself in a bit of a dilemma. It had been a long busy day and it was getting late. I wanted to go home but I still had some work to do. I was re-rendering a large *Imagine* animation which I then wanted to combine into an Anim7 file. So to avoid sitting around for a few hours waiting on *Fred*(the batch processing frame editor supplied with *ADPro)* to finish I needed to think of way to make my Amiga wait until it had finished making 24-bit frames into HAM8 frames before MakeAnim7 (comes with Viewtek) could process it into Anim7 format.

Although the Amiga is multitasking, I couldn't start the MakeAnim7 going because it needed to use the files which wouldn't exist until the *AdPro* process was complete.
Then I remembered the AmigaDOS 'wait' command. Wait does exactly what you would expect it to: nothing. It simply sits there doing nothing (not wasting processor power) until it gets bored. Therefore you can use it to



▲ In the top Shell window, Wait has been used to put the window to sleep for twenty minutes. In the lower Shell window, we use Status to discover the process number and we can then send a break which will wake up the Wait before time.

delay a process for starting. It's simple to put into operation: Open a Shell and enter:

```
wait 10 secs
```

and you'll see that wait well er ... waits.
You can also use the following format

```
wait 2 min
```

for waiting longer times.

Therefore, you could write a script which looked like the following. Please remember a script is nothing more complicated than a text file, created with ED or some other text editor, so don't worry it's simple when you know how.

```
wait 120 min makeanim7
hd3:house.anim
```

Now with this script saved to disk under the name "Zzz" I could open a shell and enter:

```
execute Zzz
```

and then nip home for tea. When two hours had passed the script would move unto the MakeAnim7 part, by which time *AdPro* would be finished.

You can also ask wait to keep waiting until a specific time. For example, enter "date" into the shell and make a note of the time. Quickly add a few seconds and enter:

```
wait until 16:12
```

or whatever the time is. The process will freeze until the time passes. Note that this isn't startlingly accurate, but it is certainly good enough for simply delaying the process.

Call me, please

However, I get a bit wary about leaving the Amiga working all night on something important. If something goes wrong, I would like to know about it. But as my office is several miles away from my house, I didn't want to keep driving back to the office all night to look through the window.

Well, thanks to modern technology I didn't have to. My Amiga happens to have a modem attached to it, and by using *ARexx* to control a comms program, I could write a program to dial up my home number.

You need to be careful debugging programs like this. One of the first things to check is that it will dial the right number every single time. The second thing is to check that the modem will be correctly disconnected without leaving the line off the hook.

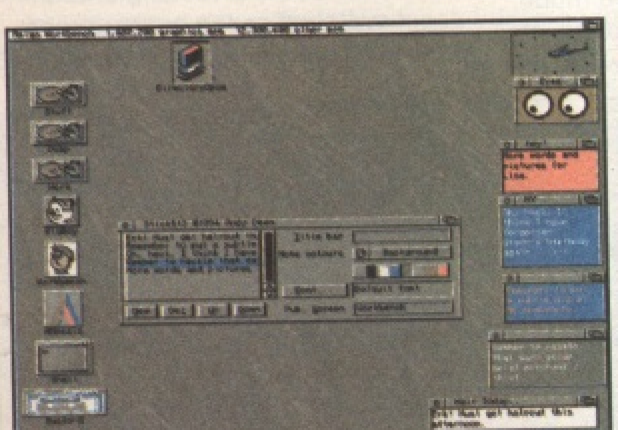
The set-up was something like this: an AmigaDOS script waits until a certain time. It then runs an *ARexx* program. The *ARexx* program does a little work to calculate the last image rendered, or

A Little Something To Play Around With ...

If you ever get bored using your Amiga for mundane tasks you'll be pleased to know that there are lots of little add-on toys you can play with. These can all run in the background, quietly multitasking away until you get really fed up with them and decide to nuke them. For example, in the screen shot below you can see that most useful utility, Eyes. Eyes draws some eyes on the screen. They follow your pointer about and if you don't move it for a bit they fall asleep. Bit like me in that respect.

Secondly we have Stickit! Rather than cover your monitor/ desk/workmates with little bits of coloured paper, you can use this program to maintain little notes which float around the screen. It is only worth using this program if you have a large screen display.

In fact, if you have a lot of notes and several pairs of eyes watching you will soon run out of space to actually do any work.



▲ The new improved Workbench includes a dodgy pair of peepers to keep track of where you are pointing and ecologically sound bits of sticky paper. Excellent.



how much free disk space is free: something that lets me know all is OK. It then uses the *ARexx* port on the terminal emulator program *Term* and instructs it to dial my house. The script checks for an engaged tone and also checks that the line doesn't keep ringing indefinitely.

Listening to his master's voice

This is where things can start to go wrong however. In my case, I just couldn't understand a modem talking to me at V34 28,800 bps.

The original plan was to connect some form of speech synthesiser, perhaps using the old Workbench 1.3 Amiga SAY command. This would enable the Amiga to ring ring me up at 10 o'clock in the evening and say "Hello master, last frame rendered was 1040". It could also ring me up first thing in the morning and tell me to get out of bed.

However, connecting a speed synthesiser to the modem is a bit tricky. So I devised a different system. Instead the modem dialled my number and let it ring only once. This let me know that the next call would be from the computer and that I shouldn't answer it. The program then redialled me, and depending on the number of rings informed me of the current status. Three rings meant everything is OK, six meant something is wrong. Get the idea. The script I used to dial up my number looked like this: (the ↵ symbol denotes return)

```
/* Dial me up! */↵

address term↵
OPTIONS RESULTS↵
Say "Wake up modem..."↵
send 'atz\r\n'↵
wait 'OK'↵
say "Dialing..."↵
send "atdt<my number
hear>\r"↵
TIMEOUT SEC 20↵
CLEAR wait↵
ADDITEM TO wait↵
NAME 'BUSY'↵
ADDITEM TO wait NAME
'RINGING'↵
wait↵
IF rc ~= 0 THEN SAY 'no
text was received from
modem'↵
ELSE do↵
SAY result↵
say "I know the telephone
is ringing or busy"↵
end↵
if result = 'BUSY' then
do↵
say "The line is busy, so
exit."↵
hangup exit↵
end↵
if result = 'RINGING'
then say "I know it is
ringing.."↵
/* We can tell if the
call is answered only if
the RINGING signal does
not happen again with a
few seconds... */↵
max_rings = 3 ; rings=0↵
do while (rc=0 &
rings<max_rings)↵
TIMEOUT SEC 5↵
CLEAR wait↵
ADDITEM TO wait NAME
'RINGING'↵
wait↵
SAY 'Still ringing..'↵
rings=rings+1 ; say rc ;
say result ; say rings↵
end↵
if rings=max_rings then
do↵
say "Too long... no-one
is at home!"↵
say "I'm hanging up..."↵
send 'atz\r'↵
exit↵
end↵
/*Hurrah! At last!*/↵
SAY "The telephone has
been answered!"↵
delay 1↵
say "I'm talking to
me.."↵
/* Add speech synth stuff
here */↵
delay 1↵
say "Blah blah blah"↵
delay 1↵
say "Goodbye, Hanging
up..."↵
send 'atz\r'↵
/* Make sure... */↵
delay 1↵
send 'atz\r'↵
/* end */↵
```

Not being able to connect the speech synthesiser has irritated me, so I'm trying to track down a GVP PhonePak. The PhonePak was a remarkable Zorro II card that never got the attention it deserved. Even today, the telecoms industry is only just starting to catching up with this incredible card. The PhonePak could answer telephone calls, and store incoming messages on hard disk. It could even understand pulse dialling codes which meant it was fully interactive. With a built-in Fax machine and *ARexx* port there was little the PhonePak couldn't do.

However, in the meantime, why not have a go at trying to automate some of your Amiga processes. If you are a Point off a BBS, you could use Wait to poll your BOSS whilst still in the BT cheap rate every morning.

Keep a look out for a program called CyberCron as it is designed to run in the background and keep a list of tasks it has to launch at certain times of the day.

John Kennedy

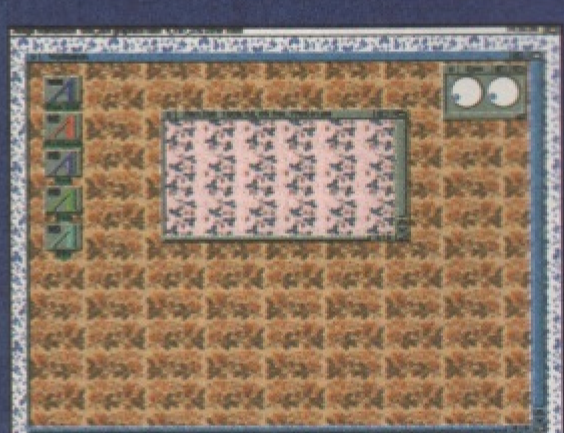
Pretty Workbench Displays

If you remember, a month or two ago I made a plea to banish forever the blue and greys of the standard Amiga Workbench. Thankfully, at least one person heard me and Tom Pereira has sent in two examples of what your workbench could look like if you spent a bit of time redesigning it. I can recognise a lot of Tom's icons as available from PD libraries and from the Aminet collection, so you don't need to design the entire collection from scratch yourself.

Designing your new Workbench display can be tricky. You need to balance the need for more colours, with the amount of memory they consume: especially true if you are using hi-resolution screens such as dblPAL or Multiscan Productivity. You will also find that the more bitplanes you use, the slower everything goes.

One option, not available to all, is to fit a graphics card such as a PicassoII, SD64 or CyberVision. These cards remove the need for the Amiga display to be held in Chip Ram and are designed to work in 256 colour modes very quickly indeed. Unfortunately, you'll need an Amiga with Zorro expansion slots and a spare £300 to take up this option.

So, thanks to Tom for his work, and if you have a workbench you feel could be a inspiration to others, please send in an IFF.



▲ The Flowery Bench is presumably an option for fans of very unattractive wallpaper.



▲ Tom Pereira's Workbench uses lots of colour and a cheeky backdrop to annoy passing PC owners.

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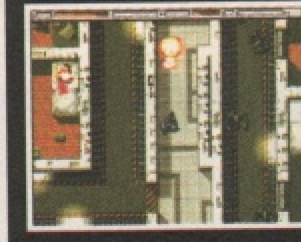
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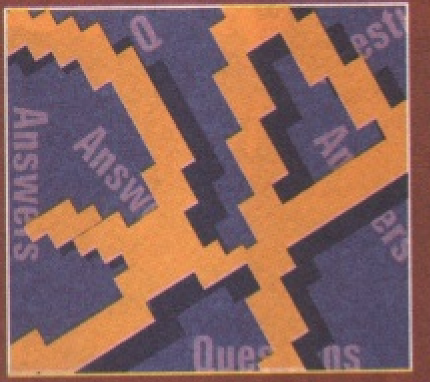
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Tony Horgan
Tony has been at it since he was in short trousers. He's also been into the Amiga for a while now as well.



Mat Bettinson
What Mat doesn't know about the Amiga could be fitted on the back of a 68060 processor chip.

PC SIMMs

I am considering purchasing an accelerator and extra memory for an A1200. I read with interest your product test on the Blizzard A1230-III and Apollo 1230/SCSI 2 boards where Andy Leaning describes 'Fast Ram' that can be added to the Blizzard as 'industry standard 32-bit SIMMs.'

Adverts, however, for PC 72pin SIMMs indicate that they can be much cheaper than those advertised for the A1200. Can these PC SIMMs be used on any of the A1200 accelerator boards?

Colin Howard,
Livingston.

Standard PC 72pin SIMMs have the chips on both sides of the 'wafer' as opposed to the PS/2 variety (as used in the A4000) that have the chips on only one side.

The PS/2 type are harder to find and more expensive. The Blizzard A1230-III accelerator can use either, as can the Apollo 1220. The Apollo 1230/SCSI 2 however, has angled SIMM sockets so double sided SIMMs are unlikely to fit. Some PC suppliers offer double sided SIMMs at substantially lower prices but remember these prices often exclude VAT (17.5% of the price) which must be added on.

Flicker modes

I have recently swopped my Commodore 1084S monitor for a Microvitec 1438 Multiscan. The problem is that most of the screen modes available flicker. The PAL modes are OK as are Multiscan Productivity and Super 72 high res laced but the DBLPAL modes flicker as does High Res Laced No Flicker. Is there a problem with the monitor or the monitor driver in the Devs/Monitor drawer (yes I have put the relevant drivers in the said drawer)? It would not be so bad if it was only on Workbench but the same happens on *DPaint*.

G. Parr,
Staffordshire.

Actually there's nothing wrong with your monitor drivers at all. What you are seeing is a limitation of the AGA chip-set reflected in the new DBLPAL screen modes.

The problem is that the Amiga doesn't have enough bandwidth to give the same vertical refresh rate as the single scan modes i.e. PAL. For instance NTSC has a 60Hz refresh rate and is known for being less 'flickery' than PAL (though PAL has a higher vertical resolution). Likewise DBLPAL does away with interlace but the overall refresh rate is 48Hz.

The 2Hz reduction doesn't sound like much but 50Hz is really the minimum to be comfortable. Any less and flicker becomes a problem. A good compromise is Productivity mode.

A4000 sampler

I own an Amiga 4000/030 and have recently been thinking about sampling but I cannot find any company that makes samplers for the A4000. I have phoned Indi, Datel and Power Computing but to no avail. I was told they don't make samplers that work on the A4000. Could you please let me know if there is a company that makes them?

D. McIntosh
Dundee, Scotland.

I'm surprised that such misinformation came from any of those companies. Every parallel port sampler that we know of will work perfectly well with the A4000. The vast majority of samplers are of this kind. Megalosound from Hi-Soft (tel: 01525 718181) and Technosound Turbo II from Technical Dimensions (tel: 01291 690933) are just two examples of samplers that will work fine with an Amiga A4000.

DMS dilemma

Could you please give me an answer to the following questions.

1. In the May issue cover disk tutorial I followed the instructions for the DMS decompression. However, this still insists on a blank disk in the drive df0:. Is it possible to decompress these disks directly to a drawer on the hard drive? If so, how?

2. I wish to delete a program I no longer need which has been assigned to my hard drive. How do I get rid of the assigns in the user startup-sequence?

Name and address withheld.

1. DMS works by reading an entire disk, track by track, and packing it into a single file. One reason we often use DMS is that it can compress disks that use different filing systems to AmigaDos, as is the case with many of our commercial game demos.

However, you'll find that once you have decompressed the files to floppies, those disks will always include a hard drive installation icon whenever possible. Many alternative compression methods are self-defeating in the context of our cover disks, as the software needed to decompress the data simply fills the space created by compressing it in the first place!

We are not tied to using a particular system for our disks, and as you will have discovered with our brilliant (if we may say so) Image FX cover disks, we'll use whatever system is most efficient and easy to use.

2. User-startup is just a plain text file (or script) containing a list of

MSX mistake

In the May issue we mistakenly said that there was no MSX emulator available for the Amiga. MSX is the name of a Japanese attempt at a standard for an 8 bit computer. There were several makes of MSX computers in the late 80s. A few readers wrote in to tell us that there is indeed an MSX emulator on the Amiga and it performs remarkably well. If you had an MSX and would like to fire up some of those old games, why not give it a try? Ami-MSX 1.2 can be obtained from SeaSoft PD on 01903-850378. Ask for disk number 2750.

AmigaDOS commands. When the user-startup file is 'executed', each command is run in turn. Installation scripts will often add Assign commands to this User-startup file and should annotate their insertions. Here's an example:

```
    ;
; Start DOpus
    ;
Assign Opus: sys:DOpus
;
; End DOpus
    ;
```

Here you can see the lines that have been added by Directory Opus. To find them and take them out, you first need to start a Shell window and enter:

```
Ed s:user-startup
```

This will bring up the Amiga's standard text editor called Ed and automatically load up the user-startup file. If you entered the s:user-startup part incorrectly, you'll be given a blank Ed window. In this case you can load the user-startup file from the menus in the usual way (it's in the S drawer of the sys: partition). You can now move through the script and delete the appropriate lines.

Finally, save the amended user-startup file back using the menus, or press Esc followed by the X key and Return.

A1500 expandability



I am a newcomer to computers and recently bought a secondhand Amiga 1500 with a 40Mb hard drive. I use it mostly for gaming, though I hope to graduate to more serious uses.

I had assumed that the 1500 was a rather out of date computer but a friend tells me that it has excellent update capabilities. Could you tell me please if the A1500 ...

1. can be upgraded from Workbench 1.3 to WB 2 or 3 ?
2. can the A1500 (unlike the A500/A600) be upgraded to take A1200 AGA games?
3. can I get a bridgeboard that will enable the A1500 to run PC games and other software?

I've been told so but it all sounds too good to be true!

Martin Brennan, Dublin.

The Amiga 1500 may not be the latest in the Amiga generation but with its Zorro II slots, it has plenty of expansion capability. So ...

1. Yes, you can upgrade the A1500 to both Kickstart 2.x and 3.x. This involves purchasing a kit from an Amiga dealer and changing a ROM chip yourself or getting someone technically minded to do it for you. Kickstart 3.1 is also available for the A1500 though it may be on the expensive side and 2.x may well be sufficient. The jump from 1.3 to 2.x is bigger than 2.x to 3.x.

2. Unfortunately there is no way to upgrade to the AGA chipset from any non-AGA Amiga.

However you could add a graphics board to one of your Zorro slots, though this is still no good for AGA games.

3. Yes, a Bridgeboard in your A1500 will give you IBM PC compatibility for games and applications. Call your Amiga dealer for more details on specific models. However, don't expect to run the latest 3D games without seriously upgrading your 68000 processor.

CD32 expansion



I own an Amiga CD32, Paravision SX-1 Expansion, Cumana external floppy drive, AT101 keyboard, 2Mb RAM expansion and an IBM 40Mb internal hard drive.

What I wish to find out is:

1. According to the in built boot up check and SysInfo I have 2 Zorro II boards which are the SX-1 and Ram expansion. Does this mean that the CD32 is a Zorro based Amiga and the expansion port is a Zorro Slot, and if so is it II or III?
2. Can I use this slot via a custom interface eg the existing FMV pass through for cards like the Picasso II RTG or the Piccolo SD64?
3. Is it possible to accelerate my existing setup via this slot and if so is the magical '040' available with 128Mb Ram and MMU etc ?
4. If the answers to the above are yes then would a LAN system of four or five expanded CD32s form the basis of a graphical/development workstation capable of producing True 24/Broadcast quality outputs?
5. What is the in-built CDXL screen and how can it be utilised in graphical/software productions?
6. Where and from whom can I find out about the inner workings of the CD32 with references to the above style questions?

I am a competent assembler/PCM designer so building interfaces/cable extensions are no problem!

I hope that you can be of assistance in this matter as I am finding it very difficult to find out about the underestimated CD32, as local shops appear to know nothing other than the CD32 is a games console and not a computer.

D.J. Winterton, Portsmouth.

Woah! You certainly have high hopes for the humble CD32! Firstly, a CD32 with an SX-1 expansion has about the same capability as an A1200 with of course some bonuses like the SIMM socket & Akiko chip. It doesn't provide an A1200 expansion port though. Neither is the passed through expansion port (used for the FMV cart) suitable unless developers were to create an accelerator specifically for the CD32 and this is most unlikely. So to answer your questions ...

1, 2 & 3. It's neither Zorro II nor III. It can't be used for Zorro cards like the graphics boards you mentioned and neither can it be used for accelerators and RAM expansion unless such products were specifically designed for this port.

4. The idea of networking a bunch of 68040 expanded CD32s to create some sort of 'render farm' raised some smiles in the CU office. Wouldn't that be something to see! However it would be completely impractical.

The money invested in hardware and design would be better suited to machines with most of this capability as standard, such as A4000s for example.

5. CDXL is simply a software technique for playing back small box animation in real time whilst spooling off CD. It's not built in and the software will come on a CD with CDXL footage.

The Akiko chunky to planar chip helps with this. You could play these animations from your hard drive and output them to a video recorder. You'll need something like AdPro to save out in CDXL format.

6. Your plans for the CD32 and your electronic experience might be of interest to Escom, since they are planning multimedia stations using the CD32 technology and are recruiting right now! They are also the only people with the real authority to provide you of detailed hardware specifications of the CD32.

HD prep problems

I have an Amiga 1200 in which I have installed a SupraDrive Wordsync Hard Card. My Problem is that I wish to install a kickstart 2.04 ROM but my HD prep software doesn't work under 2.0.

With RD Prep I get the message unable to locate Stardrive.device and with the hard disk tool box I get the error unable to locate scsi.device. The device driver that I have is harddisk.device. I have tried changing the tool type in the applications to harddisk.device with no luck.

If I can get the scsi driver from somewhere do you think that it will work?

David Burley, Bridgend.

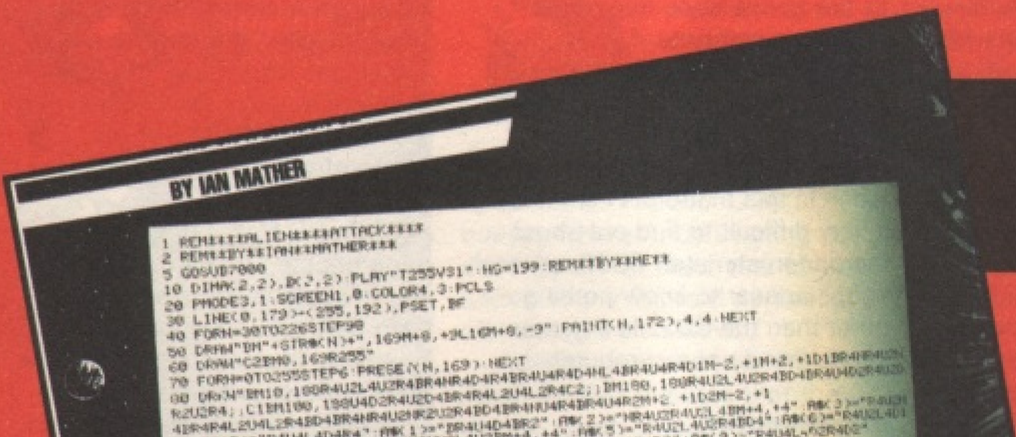
In the way of hard drive prep software, we recommend RD Prep. The harddisk.device is the specific driver for your hard drive interface and so you must tell your prep software to use it. With RD Prep you would enter 'RDPrep -d harddisk.device' at the CLI and away you go. Using RDPrep on A600s and A1200s you would enter 'RDPrep -d scsi.device'. Just remember to select read RDB first before making changes and writing. RDPrep can be obtained from KT's PD 01702-542434 disk U207.

NO SAES PLEASE

We regret that we cannot respond to readers' queries by post or over the phone. Please do not include stamped addressed envelopes with your letters, as we simply don't have time to answer the thousands we receive. Responses are only possible through the pages of the magazine.

HOW WE USED TO LIVE

Part 1: ACTION GAMES



1985

1995





Frequently Asked Questions

Cover disks are great but sometimes they can cause unlimited and unnecessary heartache. CU Amiga lifts the lid off some of the culprits.

Q. When I try to unarchive a cover disk program using DMS, all I get is the error message 'I need explode.library V4+'. What's wrong?

A. This error message happens when the DMS program tries to load its code library and fails. DMS places some of its routines in a special block of code called a library, which means they can be shared betwęen several programs. It expects to find its library in the default LIBS: drawer and this is where the trouble can start. When you boot from a cover disk the Amiga thinks that the LIBS: drawer is on this disk. The Amiga assumes that the drawer called 'libs' on the floppy is the correct location for the libraries. If the disk creators have done their job properly the cover disk should have a copy of explode.library in this drawer and everything will work fine.

However, booting from either your own Workbench floppy or hard disk may cause problems. In this case, the Amiga assumes that the LIBS: drawer is on one of these devices. When you load a cover disk DMS will look to the libs drawer and try to find the explode. library. If you don't have a copy of it on your disks (Workbench or floppy), then DMS will fail to find the library and the message 'I need explode.library V4+' will appear.

To get around this, you have two options. First of all you should make sure that you boot from the cover disk. This will ensure that LIBS: points to the drawer on the floppy with the relevant library.

Secondly, you could copy the library from the cover disk to your own disk. To do this, make a note of the name of the cover disk and then re-boot from your normal disk (not the cover disk) and then open a shell window. Let's assume the cover disk is called CU 110. In this case there is a space in the disk name which means you must use inverted commas around the disk name. To copy the library from the cover disk to your own disks, enter in the shell:

```
copy "cu 110:libs/explode.
library" libs:
```

This will copy the file across.

Q. When I copy cover disk files from floppy to hard disk, I get error messages asking me to insert the original floppy again. Why?

A. The best way to copy programs which consist of several files to hard drive is to open a new drawer especially. Then drag all the icons over into it. Use the 'Show>> All Files' option from the Window menu on the Workbench display to make surę you haven't left any files out. Usually it isn't necessary to copy across drawers with names like 'c' or 'l' as these will duplicate what is already on your hard disk.

If you run the program from hard disk and it still asks you to insert the floppy disk, it is because somewhere a 'path' is still set up to point to the floppy. A path is a special variable which a program can use to keep track of the special files it needs. If you have already copied all the files required over to the hard disk, you can re-set the path so that it points to the location of the hard disk rather than the floppy. To do this, use the assign command from a Shell window. For example, if we assume you have created a drawer on your hard drive's WORK partition called GAME and copied over all the files from a floppy disk called CUGAME1, you should enter:

```
assign CUGAME1: WORK:GAME
```

this will re-map the path to the floppy disk to be the drawer on the hard drive. Make sure you have removed the floppy disk before doing this, or you'll get an annoying error message like 'Can't cancel CUGAME1'.

The assign is only temporary in that if you switch off and reboot, it will be forgotten. To make it permanent, you need to add the line to the s:user-startup file. This will make sure that it is executed every time the Amiga is switched on.

Q. When I use DMS to unpack a cover disk game I occasionally see a message like 'Warning: Disk contains non-standard bootblock'. Does this mean there is a virus on the disk?

A. Not necessarily. It simply means that there is a non-standard bootblock. The bootblock is the first part of the disk to be loaded when the Amiga boots up. If there is a bootblock present, the Amiga will follow the instructions on it and may load Workbench. Many software houses use non-standard bootblocks to add special features and speed up loading times. The DMS program recognises that the bootblock is not standard and tells you, because in the past many virus did change the block for their own purposes. However, it is extremely unlikely that a virus would be present on a cover disk.

If you are still not happy, here is what you should do. Before starting the DMS process switch off and remove any external floppy drives and hard drives. Boot only from the cover disk and follow the instructions as DMS unpacks the program onto one or more disks. Use the unpacked programs with no other disk drives connected, and always switch off for 30 seconds before using any other disks.

You should also get a copy of anti-virus software such as *Virus Checker* by John Veldthuis.



Q. Why are there so few cover disks that I can use with my Workbench 1.3 A500 and 1Mb RAM?

A. Because your machine is out of date. You don't expect a hi-fi magazine to include 78rpm wax disks on the cover, do you? Upgrade to 2Mb of RAM and Workbench 2 or 3, or treat yourself to a nice A1200, either second-hand or when Escom start churning them out again.

Q. Is it OK for me to upload the cover disk to a BBS or give a copy to a friend?

A. No. The cover disk remains the copyright of the magazine. Giving copies away is breaking the law.

Q. I have written a program which I think you should put on your cover disk. What should I do with it?

A. In the first instance, send a copy on disk to us at CU Amiga Magazine. If we think that we'd like to use program, we'll be in contact straight away: so include a daytime telephone number on the covering letter if possible. Send your programs to: cover disk submissions, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. ■

John Kennedy

Back chat

Escom's takeover, unfinished demos and the glory days of the C64 are just some of the items under fire in this month's backchat.

Letter of the month

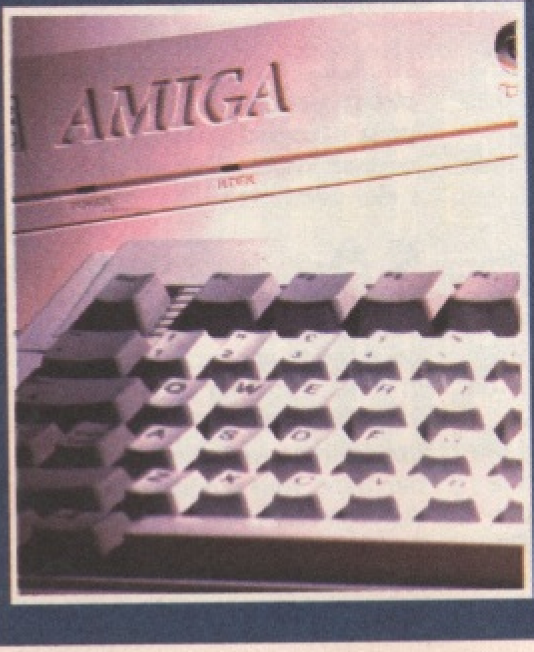
I've worked in electrical retailing for 21 years now and during the last six months I've witnessed a huge growth in interest in multimedia on PC clones. The Amiga is one of the most powerful multimedia tools around but because the range of software available is almost non existent it is losing out to the PC.

I frequently get customers in my store who want all an round machine to do word processing, play games and help out with their children's education. Most of the people don't actually care what computer they have as long as it will do the main jobs they need.

I accept that with software like *Wordworth*, *Final Writer*, and various games the Amiga can compete on the first two tasks but when it comes to education via multimedia we are onto a loser. About the best we can do at the moment is *Insight Dinosaurs*, hardly *Encarta '95*. Until we get the software support these people are going to carry on buying PCs and each PC sold is another nail in the Amiga's coffin.

A Anthony
Norfolk

Yes it is true, the Amiga is well catered for in the area of games and business type software and utilities. However, education software is sorely lacking. This is unfortunate as a significant number of Amiga owners are parents with school going children. I'm sure they would welcome more educational software of high quality which would help their children with schoolwork. Educational software companies take heed.



Delivering the goods

Over the past few years I've come to expect fully functioning serious application software free with most Amiga mags, but recently I've felt cheated on a number of occasions. Why? Because I've picked up and bought certain magazines assuming that the programs on the disks were actually complete, but later found them to be disabled demo versions. Maybe we've all been spoiled, but most of the full packages can be upgraded to the latest version, so it's not as if the original developers are missing out.

I'm glad to say that CU Amiga is one of the few mags that has not let me down, constantly coming up with the goods. *Comic Setter, Movie Setter, Directory Opus* and *Image FX* are just amazing, especially those that came with free manuals. Please keep it up, as the rest of them seem to be falling by the wayside.

Peter Beard
London

Angry of Kent

The whole situation with Escom sickens me. Only a few months ago you and all the other magazines were sucking up to Commodore UK like there was no tomorrow. They were put forward as saviours and geniuses, but now it appears that the leopards have changed their spots and David Pleasance and Colin Proudfoot are no longer flavour of the month. Why has this happened, surely as a UK mag you should be loyal to the UK company? It's bad enough that German companies are coming over here and buying up our car industry without taking over our computer industry too.

Philip Lindsay
Kent

Mr. Lindsay, you have totally and utterly missed the point. Let us spell it out to you in simple English: Commodore UK withdrew their bid for the Amiga and Escom went ahead and bought the company. Now Commodore UK have nothing to do with the Amiga and are unlikely to exist for very much longer. So David Pleasance is pretty much out of the picture at the moment. As for your last comment about 'Germans taking over' the UK computer industry we might remind you that Commodore was not a 'British' company, it was American, with an international umbrella organisation and individual subsidiaries in various territories. Escom have opened a retail network using the former Rumbelows stores that will eventually employ 20 times more people than Commodore did in the UK. But most importantly, if they bring the Amiga back to life, sell it here and encourage British software houses to produce games again we'll all benefit. Welcome to the real world.

IQ OF 64

I've had more entertainment value out of my C64 than I ever did with the Amiga. This news that Escom are going to restart manufacture of the C64 made me very happy. The Amiga just doesn't match up to what the C64 did in the games, demo and music scene. Bring back Commodore User 64 and you may be able to jump onto the bandwagon of the new 8-bit revolution that's about to happen. A new age where gameplay is more important than graphics and the programmers become famous cult figures.

Bob Hawkins
Earls Court

Are you being sarcastic or serious? OK, maybe the case could be put that the graphic limitations of the C64 made gameplay better and that more memory leads to laziness, but returning to the stone age is surely just a nostalgic flight of fancy. This does raise an interesting question though: will the resurrected '64' for the Chinese and eastern European market be called the Amiga Technologies 64 (ironic), the Escom 64 (unlikely), the Commodore 64 (but that name is now being used for Pentium PCs!) or the Beijing Province Factory No. 1156 64?

Last minute reprieve

I've been wanting to buy a computer for quite a while now and an Amiga was top of my list. However, due to the Commodore situation I haven't been able to purchase one. I was considering getting an Archimedes but I still really wanted an Amiga because of the huge range of PD available. I shopped around for a secondhand one but found it very hard to locate any Amigas for sale. I was about to give up and go ahead and but an Archimedes when I bought your Magazine and read that the Amiga have been saved. So hurry up Escom and get the Amigas back in the shops so I can buy one.

Adrian Betts
Staffordshire

Expand or die

Expand or die, or put it another way expand and maybe fall flat on your face. After much

head scratching I decided that I needed an accelerator with two simm sockets and the ability for SCSI 2 products to be used direct form the board. The only board I could get was the GVP A1230 II. Although it didn't use standard simms it still meant I could expand from 4 to 8Mb without having a 4Mb simm spare which is what happens with other accelerator boards. However, all my dreams of expansion have now been thrown out of the window because GVP have been taken over and nobody knows what the future holds. Will I now have to buy a Squirrel SCSI PCMCIA interface to add a syquest removable drive and a CD-ROM drive to my A1200? Only time will tell. Maybe CU Amiga can shed some light on what is going to happen with GVP products because I'm feeling as sick as a parrot about the whole thing.

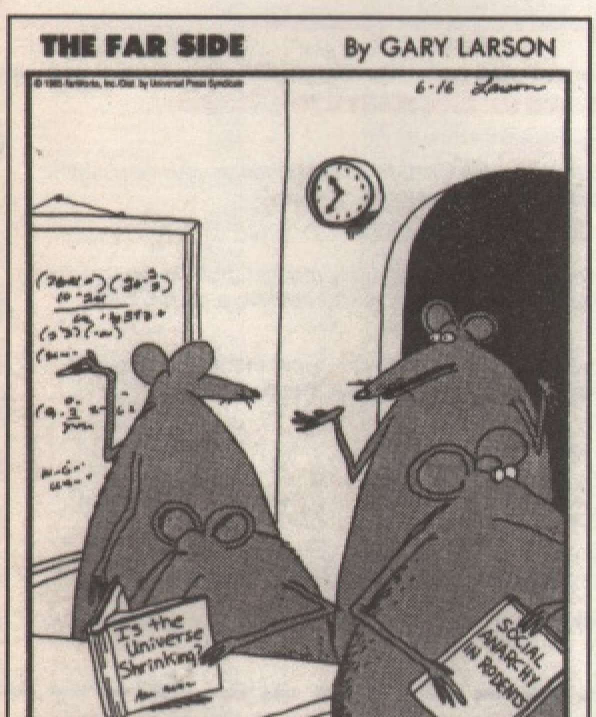
S Longden
Arbroath

Funny you should ask about GVP because this month's points of view column is All about what is going to happen to GVP so turn to page 130 now.

Right to reply

Having read Andrew William's letter (June Backchat) I feel inclined to comment. Firstly the *Crystal Dragon* demo was excellent. It's the first game to ever make me want to try playing an RPG as it more logical and easier to use than many of the other games around. What do you mean 'complete them' Andrew? Are you referring to be able to kill the big baddy in *Crystal Dragon*? If so, what do you expect in a demo? Completion could be considered to be when you've found the stairs to the next level.

As for the *Settlers* demo, it was and still is excellent. True, it is not possible to win in the demo version, the best you can do is take all but the main castle, but otherwise it's as good as playing the real thing. The demo is better in some ways than the finished game as that seems to have had quite a few bugs in it.



"Aw, c'mon, you guys—the cat's away and everyone's so dead serious."

Why don't you?

Got something to say? Then jot it down and send it to us at CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU or Email us at CUAMIGA @cix.compulink.co.uk.

Finally, I think Escom are right to resume production of the much maligned and undermined A600. It's a good wee computer, powerful enough to run a small business as well as run lots of games and have great graphics and music. And it can multitask properly which is something most top end PCs still can't do. A friend of mine has just bought a 486 PC purely for games. It is much harder to use than my A600. If he wants to do serious stuff he still does it on his A1200.

Karen Hayes
Birmingham

What's going on?

Why are so many games publishers frantically jumping onto the Playstation bandwagon and leaving the Amiga? Who do they think is going to buy their games, when the machine isn't even going to be out until Christmas? The Amiga market isn't going to disappear overnight, just because Commodore went belly-up, and with the new Escom plans, things could well take off again in a big way.

Some developers abandoned the Amiga a couple of years ago to go off and play with their new console friends, but they had to come back to it in the end didn't they? The Amiga has always had the innovative game designs before the consoles, and without it we would probably never have seen games like *Populous, Lemmings, Skidmarks, Jimmy White's Snooker* and *Cannon Fodder* on any machine. If all future games have to be okayed by the big cheeses at Nintendo, Sega and Sony, what room will there be for future innovation?

John Willis
Berkshire

Bizarre, weird, strange

You are making a heinous mistake thinking that your Amiga is an ordinary computer. It's not. Its infused with paranormal abilities. While using your Amiga, your psychic aura envelopes the mystic circuitry to form a vital link enabling the unit to function. Negative vibes will cause strange unexplained failures whilst positive vibes will spur the shamanic motherboard to overcome all problems in its path with only minor intervention from your consciousness. In short, stroke your Amiga. Whisper kind things to it. Love your inanimate 'girlfriend' and your Amiga will continue to reward you with small raptures of magic thereafter.

Neil Dowdell
Glasgow

It's a funny old world innit?

TEAM TALK

Now that summer is upon us the team muse over what would be their idea of a perfect holiday. Here's what they came up with.

ALAN DYKES



Somewhere in Ireland with lots of sun, surf and guinness would be my idea of a nice holiday. And I'd spend most of my time teaching my new niece, Constance, to surf. She's only a few months old mind but she'd soon get the hang of it. Plenty of discipline: that's what the youth of today need.

LISA COLLINS



Rome's the place where I'd like to spend a few fun filled weeks. I could bask in the sun on the Spanish steps and watch all those tall, dark, handsome brown-eyed men scooting around on Vespas – heaven. Vespas and men: a combination I can't refuse. Two track minded me? Never.

TONY HORGAN



My idea of a great holiday would be to spend three weeks on a deserted tropical island. That way I could mess about making my tunes in glorious sunshine without anyone complaining about the racket I was making. Then I'd come back and sell my tapes for a small fortune. Dream on Tony.

MAT BETTINSON



All you pommies all seem to want holidays in the sun. Not me mate, I get enough heat when I'm in my native Australia. My idea of a perfect holiday would be to stay at home in England. Here I could surf the net for days with just a few tinnies beside me for refreshment. Excellent.

HELEN DANBY



This is one pommy who hates the sun. My idea of a brill holiday in summer would be to spend my as much time as I could in the shade. If I couldn't go to somewhere like Scarborough where there's hardly any sun I'd stick to staying inside a few select pubs downing a few beers. Someone's got to do it.

JOHN KENNEDY



A bit of a busman's holiday for me. I'd ask those nice people at Guinness PLC if I could spend my holiday in their factory watching how they brew the liquid gold. And if I had some time left over I'd take my fiancée for a spin on my motorbike. Well, you've got to spoil them don't you?

Next Month in CU Amiga Magazine

Exclusive

Primal Rage demo

You've read the WiPs now see the game itself!

Plus: Full Review!

I wanna get technical

Next month's technical section promises to have something for everyone including a reviews of a host of plug ins for *Lightwave*, including:

- **Humanoids**
- **Fibre factory**

Plus: Little Gem, a dedicated Audio mixer specifically designed for your Amiga

And: *PC Task version 3*. If you really want to emulate an inferior machine this software may be able to help you.



Get ready for some Audio mixing on your Amiga with this Little Gem –er.

Gaming for the future

As usual we've looked into our crystal ball, nipped down to the pub for a chat, watched breakfast television, used lottery predictors, examined pigeon entrails and counted the stones on Brighton beach in an effort to find out what games were coming in for review next month. Finally we had to resort to phoning PR people in various software houses and publishers to find out. It's an original idea and it means working for a change, as opposed to playing games all the time, but it achieved results. Inconclusive results. But results all the same.

For instance, Alan Bunker from Team 17 told us: "Oh yes, *Speris Legacy* should be ready in the next few weeks, so you should have it soon. I hope. Probably. You know what it's like, these things take time." And *Alien Breed 3D*? "End of July mate. Yes it might make it in time for the September issue. Actually it should do. It's due for release at the end of July, so it'll be ready for review before then I'm sure. I'll ask Richard, but I'm sure he won't confirm it yet. There's still work to be done."

And so, throwing caution to the wind yet again, we bring you the ...er.. definitive list of software that will be reviewed in the next issue of CU Amiga Magazine:

- **Primal Rage**
- **Alien Breed 3D**
- **Speris Legacy**
- **Legends**
- **Front Lines**
- **Super Streetfighter 2**
- **British Touring Car Challenge**

CU Amiga Magazine September 1995, on sale 15th August

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Find out about all this and more in ...

CU Amiga September 1995 Out August 15th

Points of View

GVP: The Second Coming



Can the new Power Computing and M-tec buyout, resuscitate GVP or will the once strong US Amiga presence be stifled for ever? Mat Bettinson speaks out ...

Great Valley Products (GVP) has been a leading innovator and producer of quality Amiga peripherals for many years. The recent news that GVP had filed for Chapter 11 liquidation was almost as sobering as the announcement of Commodore's similar fate a year earlier. A shadow of uncertainty now hovers over the Amiga's most famous third party brand.

GVP were usually the first to fill in any gaps left by Commodore, targeting areas in which the Amiga could be improved, and releasing top grade products accordingly. From the incredibly popular A500 HD8 to the A1230 68030 accelerators for the A1200, they led while others followed, often with cheaper and slightly better spec equipment – usually after GVP had done all the hard development work. It's hard to believe that any other company would have come up with such crazy and brilliant products as the PhonePak Amiga (a combined telephone answering service, voice mail and fax system).

Why oh why?

So why did this innovator fold while the copy cats continue to prosper? Perhaps due to its policy of maintaining relatively high prices in the face of cheaper competition? Certainly its proudly advertised US-based manufacturing didn't help, especially against lower cost rival manufacturing in the Far East. In the end the public demanded GVP quality at Far East prices. GVP couldn't deliver and subsequently paid the price. German manufacturers have been quick to capitalise.

Luckily all is not lost. The German based M-Tech and the UK based Power Computing successfully bought out GVP's intellectual rights, which allows M-Tech and Power Computing to produce any or all of the GVP product range.

Power Computing's Tony Ianiari has confirmed that products will be developed by former GVP engineers on a contractual basis and that manufacturing will also remain stateside. It was hardly surprising that he was enthusiastic about the products GVP is known to have completed but not released (like a 68060 accelerators and a PCMCIA 16-bit sampler) since these products are eagerly awaited by the Amiga community. Perhaps GVP's expertise coupled with European management and a better understanding of the European market will lead to quality products aimed at the right users at the right prices. I'm of the opinion that GVP's strengths were (and are) in new product development rather than mass market low-end products. The new A2000 and A4000 68060 accelerators will be welcomed, but with Phase 5 already banking on shifting around 10,000 of their own 68060 boards in Escom's planned 4000/60, will GVP's '060 be able to compete?

New products?

My biggest worry is for the long term availability of GVP quality products. I have no doubt that Power and M-tec intend to keep on producing peripherals, but as European mass market sellers they may not always lead in the same way as GVP have. It's all very well using bought GVP expertise to produce new products but they've got to accept that not all of them will have immediate mass market appeal.

The American market has always been relatively small but very professional based, thus revolutionary (and expensive) products were made there first. Sophisticated products for a sophisticated market, and the rest of us benefited.

America calling

Meanwhile on the 'net there is a distinct air of depression at the current state of affairs. Here in the UK we see Escom opening up 100 stores overnight. Meanwhile the Americans see their most famous Amiga Magazine fail, the American buy-out favourites CEI fail and finally the sacred GVP fail. Suddenly there doesn't seem to be much that's Amiga and American any more.

They would like to be reassured that Escom have America in its sights, even though the US Amiga scene is very different to the predominantly hobbyist and semi-pro mass European market. I want to be assured of this too, for all our sakes.

Of course it's early days yet but Stateside Amiga gurus like Dave Haynie haven't heard anything from Escom and that is not viewed as a good sign.

Looking to a perfect world

In an ideal world I'd like to see a lot more of an averaging out in the markets on either side of the Pond.

The UK could do with a real kickstart in the high end of the market. More big-box Amigas and significant upgrades to low-end machines.

Likewise the US could really do with a large influx of low-end machines to ease the next generation into this wonderful computing platform. US Amiga game development would be welcomed the world over as would European high-end application development. I'm not going to say it's down to Escom again. It's not. They are a business and if you, the public, spend some money on software and hardware, the market will be proven to exist. Other markets like the US will have to be forged afresh. ■

Mat Bettinson is an Amiga fanatic, an avid 'net nut and CU Amiga's latest technical recruit.

The opinions expressed in this article are not necessarily those held by CU Amiga Magazine. If you hold an opinion on this subject or any related subject then email us at CUAMIGA@cix.compulink.co.uk. or mat@darkside.demon.co.uk

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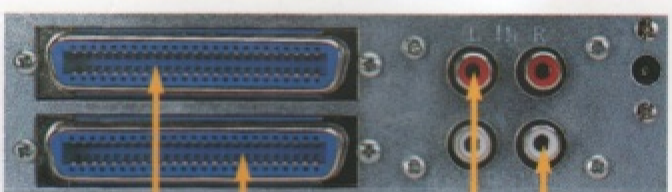
£199
x2 CD-ROM

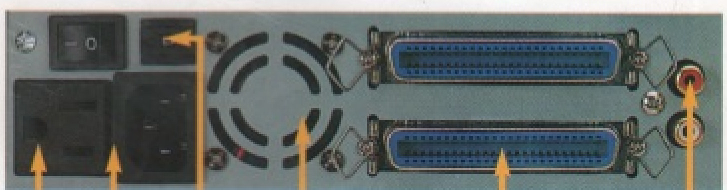
DOUBLE SPEED CD ROM



£299
x4 CD-ROM

QUAD SPEED CD ROM





POWER CD-ROM

The new Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional peripherals to be connected, for example: Syquest Drives, Hard Drives, Flatbed Scanners and Dat Drives. What's more the Power CD-ROM features a 'Hot-Plug' and 'Un-Plug', which allows you to connect/disconnect at any time the Power CD-ROM and any additional devices, even when your Amiga is switched on.

The CD-ROM comes with a SCSI interface, PSU, manual, audio lead, mains lead* and software: Audio CD, CD32 Emulation, MPEG Film Decoder and PhotoCD software.

CD-ROM SOFTWARE

CDBOOT 1.0 .... **£29**
Enables you use almost any CD32 games
FRESHFONTS II **£17**
632MB of fonts for almost any computer system
GAMERS' DELIGHT **£25**
Contains 40 games for the Amiga
GOLDFISH 2 .... **£25**
Volume 2 of the Goldfish series, contains a selection of software
LIGHT ROM **£39**
Contains almost 650MB of 3D objects, images etc.
MAGIC ILLUSIONS **£10**
3D stereograms on your screen!
MEETING PEARLS VOL I **£10**
First CD published with the concept of "sharecompilation"
MEETING PEARLS VOL II **£10**
Contains 650MB of the finest FD software via a special user interface
THE LIGHT WORKS **£34**
Raytracing - a fascinating area of computer graphics
THE BEAUTY OF CHAOS **£12**
Drive into the fractal world of geometry
AMINET 5 .... **£12**
1.1 gigabytes of software
AMINET SET I **£25**
4 CD's containing freeware
CD-WRITE **£39**
Enables you to virtually write to CD's
FRESH FISH 8 .... **£25**
Hundreds of MB's of freeware

Amiga 600/1200

Double - Speed CD-ROM £199

Quad - Speed CD-ROM £299

Amiga 4000 No SCSI Interface

Double - Speed CD-ROM £159

Quad - Speed CD-ROM £259

Accessories

Amiga 4000 SCSI-Interface .£129

Multi-media Speakers 80 Watt £54



80 WATT SPEAKERS £54

*U.K. only

Trade and Educational orders welcome - Worldwide distribution available